THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE



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MAY 1998

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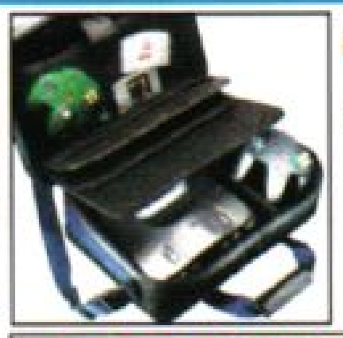


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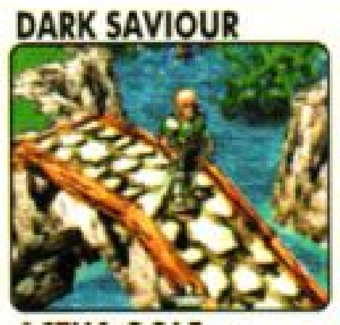


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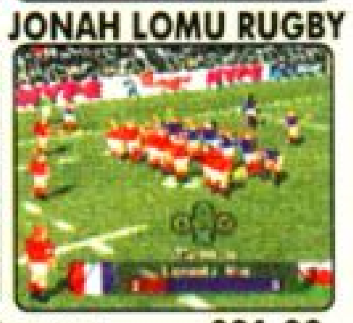
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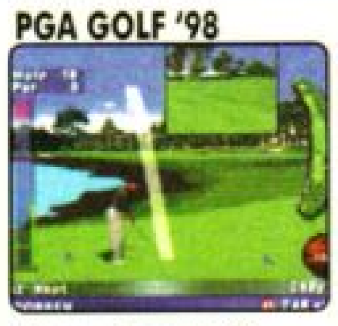
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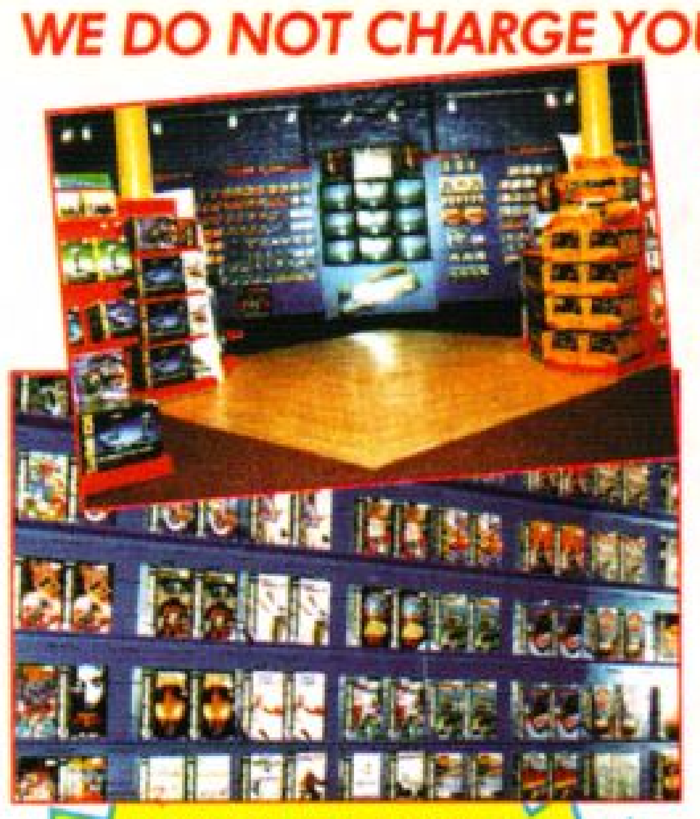


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2. MARVEL SUPER HEROES
3. SONIC R
4. DIE HARD TRILOGY
5. RESIDENT EVIL
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Good Morrow!



Once again SEGA SATURN MAGAZINE confounds the critics and produces a bang-on pukka issue, brimful of top games and stunning coverage... as only we can! This month, there's an element of happiness in the air. Nope, we haven't been at the old Moroccan Woodbines, instead we have the ENTIRETY OF PANZER SAGA DISC ONE ON THE COVER! We've worked really hard in conjunction with Sega to "pull it off" and I daresay that the fruits of our labours are sitting quite happily in your Saturn as we speak. One thing I will tell you right now is that regardless of the quality of the first disc of Panzer Saga, the later CDs get better on an almost exponential scale - the visuals and gameplay are just completely out of this world! And of course, your saved position from our cover CD will work perfectly with the final game... which, incidentally, is in the shops now and simply must be bought! We gave it 96% in the last issue. Another exciting aspect of the scene at the moment is the anticipation for the new Sega system. Check out our exclusive report on the news pages and just believe me when I say that the new system is going to be a revolution - we should have actual screenshots within the next few issues including an eyewitness report in the issue after next... Already SSM is staking a claim to the most reliable, accurate information on the new system, a reputation we aim to cement over the coming months! Just to let you know, I can't wait...

Rich Leadbetter, Editor

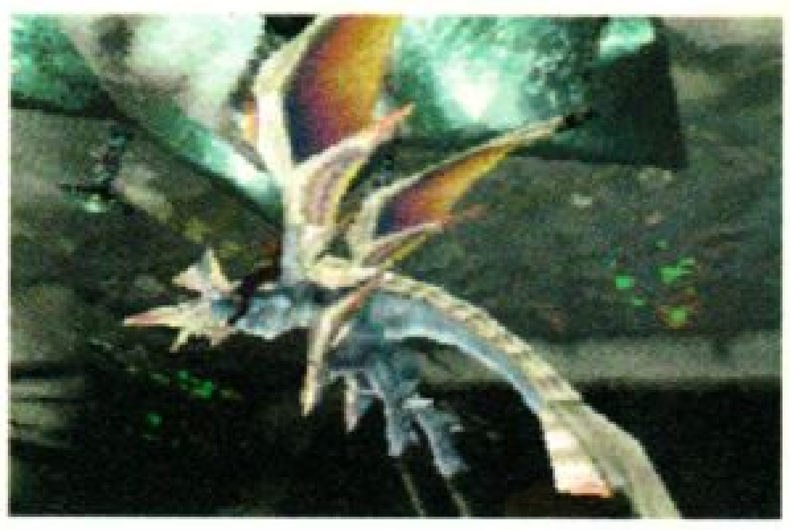
CURIOSITY CORNER...

We've had complaints. Mainly to do with the distress and general discomfort caused by seeing our faces last month. We've taken some slightly better photos this month but, as any reasonably competent tailor will testify, sows' ears cannot be easily transformed into silk purses. Especially Gary 'Peter Beardsley' Cutlack...



TOP TEN ANNOYANCES

1. Japanese RPG-playing headaches
2. Crap platform games - you know who you are
3. Personal finance problems
4. Sandwich man - late
5. Sandwich man - no flapjacks
6. Sandwich man - no crisps
7. Calls from people who don't speak English
8. Office very cold indeed
9. "Who opened the bloody window?"
10. The mysterious smell of urine in the office (It's still there...)



SATURN MAG PLAYLIST

1. Panzer Dragoon Saga
2. Grandia
3. World League Soccer
4. Busta Rhymes (Knight Rider tune thing....)
5. Burning Rangers

Note: Tomfoolery and jiggery-pokery are always popular, but not deemed relevant to the chart.



SOMETHING FOR THE GIRLS!

No 2: Hollywood heart-throb Luke Perry

Although poor old Luke pales into insignificance when compared to the amazingly attractive SSM team (ahem), the sad fact is that many of our female readers still hunger for a glimpse of the former Beverly Hills 90210 super-hunk. So here he is, striking one of his familiar eyebrow-intensive poses:

SEGA SATURN MAGAZINE

RICH LEADBETTER'S LONELY HEARTS CLUB MAGAZINE

We play games during the day, we play games in the evening and yes, we play games at the weekend. Sad eh? What we need are a few girlfriends to liven up our sad lives. Cut out this section and stick it to lamp-posts, shop windows, road signs and cereal boxes to help us out. Cheers!



MATT

Tempted by the Dark Side? Me too! Join with me, together we can rule the Galaxy. It is your destiny! (Sand troopers and Imperial employees need not apply). Box no 22356

Ideal partner: Princess Leia (in Jabba's Slave costume)

LEE



Adventurous fun-loving male, 21, seeks broad-minded adventurous female for good nights out, good nights in and maybe more! Interest in lycanthropy a definite advantage! Box no 68971

Ideal partner: As long as it's got a back bone, he'll do it.



GARY

Carbon-based life form, 24, seeks understanding Human female for genetic breeding experiments. A knowledge of alien anatomy would be an advantage, but not essential. Box no 55687

Ideal partner: Intel P2 266Mhz processor with 512k cache.

JASON



Elephants never forget, so why don't they return my calls? Happy hippo seeks laughing lioness for tip-top tropical trips around the jungle in my mind. Box no 56784

Ideal partner: Some kind of space woman from the future.



NICK

Discrete broad-minded male, 24, seeks girls, models, hippy chicks, über-babes, bored housewives, divorcees, gymnasts and athletes. London/anywhere. Can accommodate. Box no 64710

Ideal partner: Not fussy.

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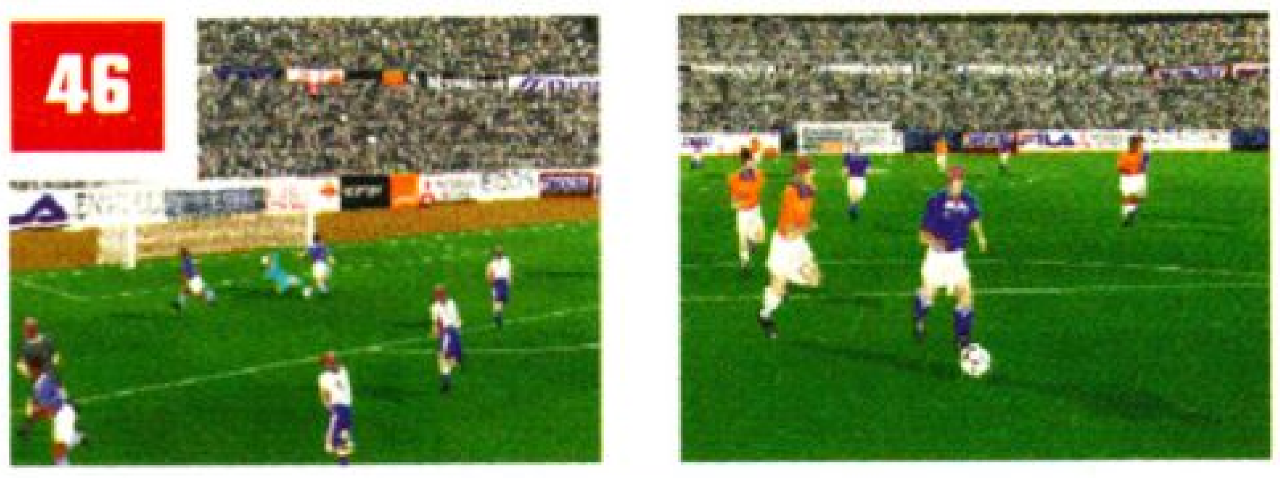
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Z: ages old on the PC, this cool battle sim finally arrives on the Saturn!

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Worldwide Soccer is finally eclipsed (seemingly) by this new kickabout from Silicon Dreams... Check it out!



Burning Rangers

Page 50

The game is finally reviewed in this issue but the fun starts with an EXCLUSIVE Sonic Team interview!

Radiant Silvergun

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Treasure are back! This arcade shooter runs on Saturn technology, so you know what that means eh?



Previews

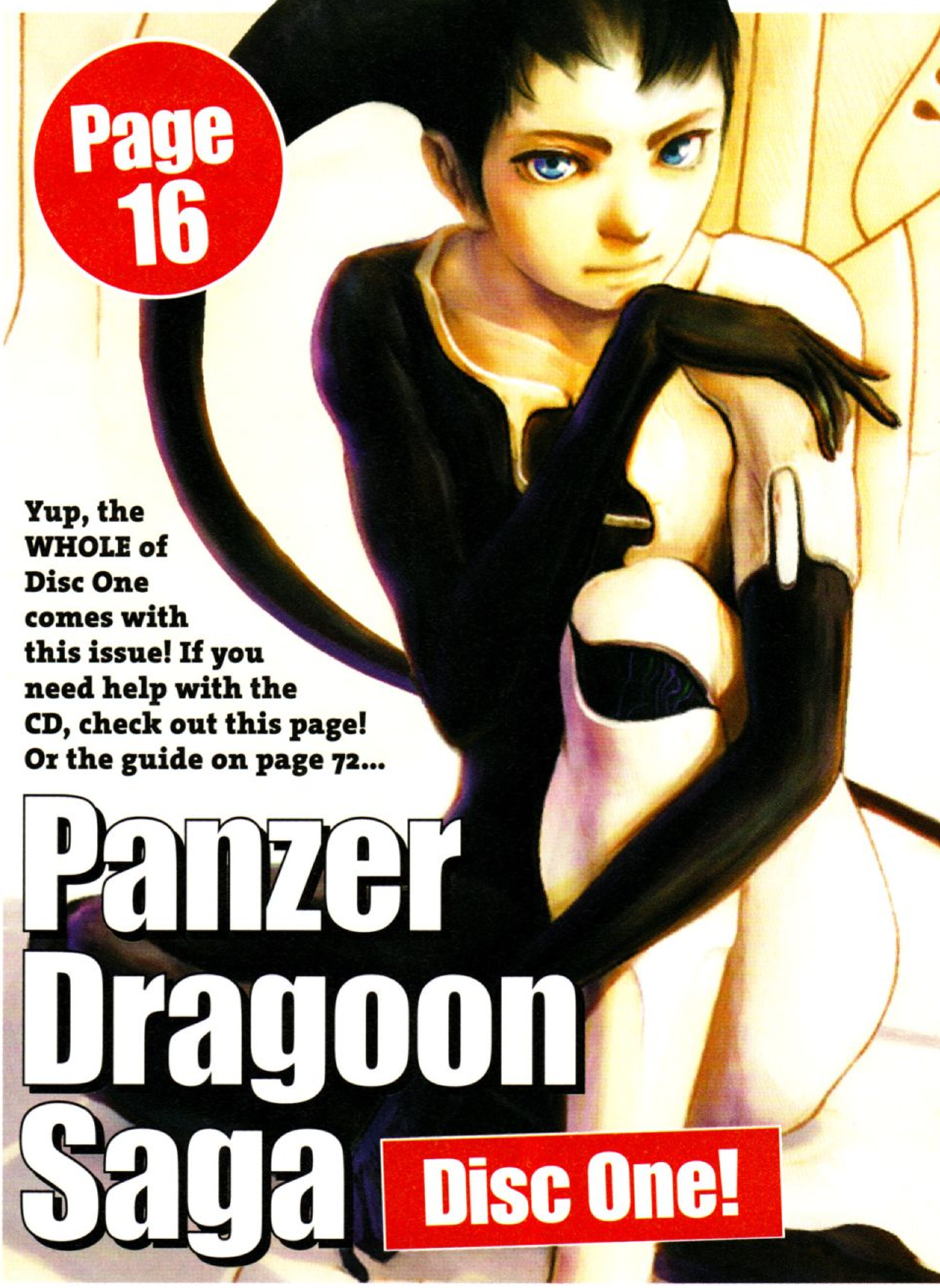
Reviews

Regulars

Playing Tips



As we've often maintained, you can't beat a bit of Grandia!



Page 16

Yup, the WHOLE of Disc One comes with this issue! If you need help with the CD, check out this page! Or the guide on page 72...

Panzer Dragoon Saga

Disc One!

NEWS

Get Ready For This...

New Sega System Sighted!

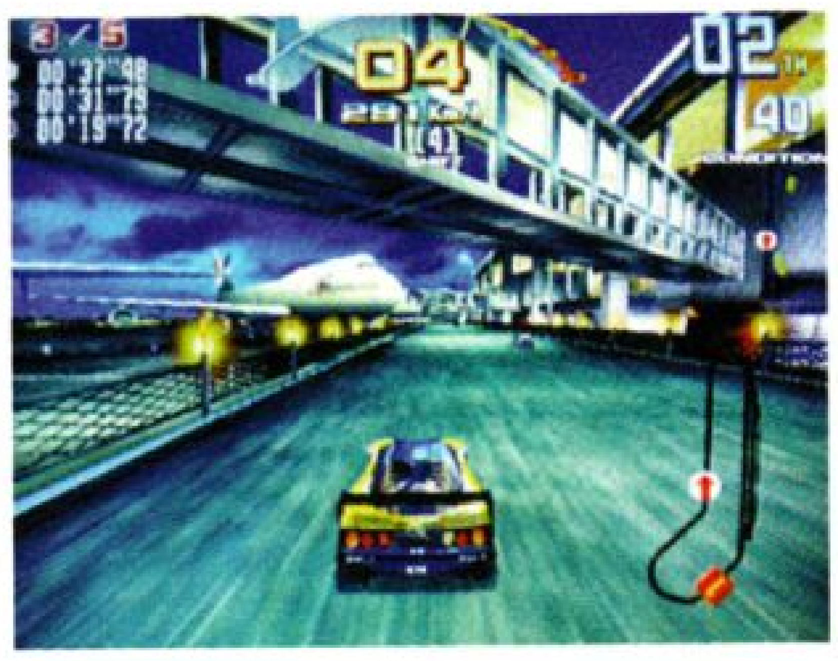
Final development kits with coders now! ■ Scud Race demo shows incredible potential! ■ New machine's power at least equal to Model 3!

EXCLUSIVE!

A NEW AGE OF QUALITY CONSOLE videogaming is coming our way Sega's new system will restore the company's fortunes and usher in new standards in gaming n We know this because our spies have seen it.

At the time of writing, Sega has just sent out the first wave of finalised development kits to selected developers across the globe, including several key UK companies. Our spy, who has recently parted company with one of these developers has nothing but praise for the power of the new system.

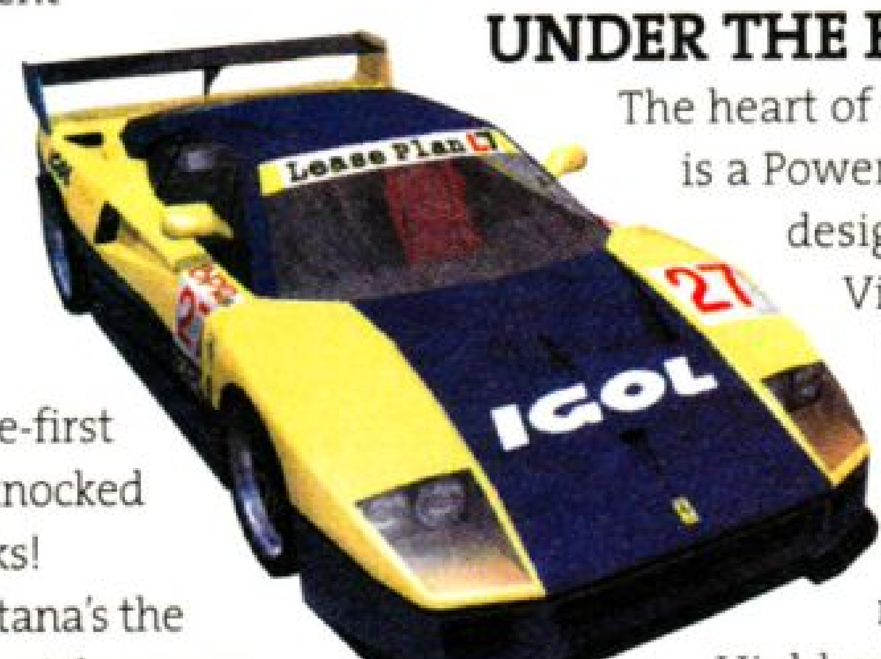
"Remember the first time you saw Daytona USA or Scud Race in the arcades? You couldn't quite believe the quality of what you were seeing - it's the same with Katana [the codename for the new system], only this new quantum leap in power is going to be sitting in your living room as opposed to an arcade."



Strong words indeed, but our informant has seen the machine's power at close quarters. Sega have commissioned a series of demos to show off the power of the Katana, including a short rendition of Scud Race running on the new hardware. The demo shows the Ferrari F50 from the game speeding around the small oval track introduced in the coin-op pseudo-sequel Scud Race Plus. Multiple camera angles are employed to show the car's progress around the track and the flexibility of the 3D engine. Minus a few effects (this demo was originally written for the incomplete development kit), the demo runs at the same frame rate and resolution as the arcade game. It's conclusive proof that Katana "does" Model 3. And that's pre-first generation software knocked up in a couple of weeks!



▲ Arcade shot: Sega's new system can more than match these quality of graphics.



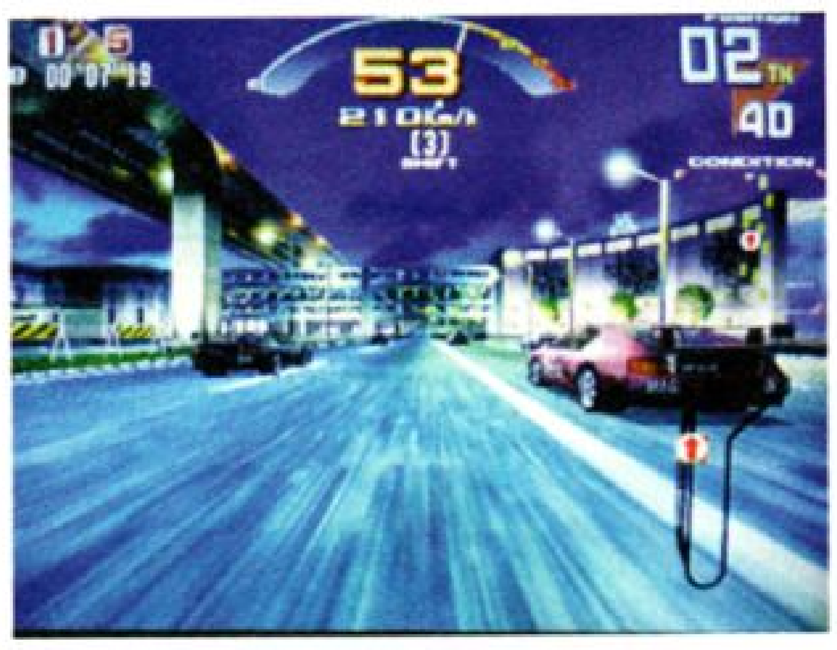
Says our spy, "Katana's the first system that will match or even out-perform contemporary arcade hardware. Think out it: Megadrive conversions were some way off their arcade counterparts (Super Monaco GP) and we all remember the graphical compromises of Daytona USA on Saturn. This new system actually leap-frogs ahead of Model 3 in many important areas of the specification and as far I know, that's a first."

UNDER THE BONNET

The heart of the new system is a PowerVR graphics chip designed by Videologic in the UK backed up by a new Hitachi SH-4 CPU. With the development name of Highlander, the graphics chip has recently been showcased at computer exhibitions to resounding acclaim. Capable of shifting 1,000,000 polygons a second, this statistic alone cannot convey the power of the hardware. Special effects such as anti- aliasing, mip-mapping, and "fogging" are all taken care of by the chip with no speed loss whatsoever. Every graphical chore is taken care of by the PowerVR hardware, which comprehensively out-specs the new



▲ There are no plans for Scud Race...



▲ ... on Katana despite the demo.



▲ The demo has this car on this track.

Out Now
Panzer Dragoon Saga: a 96% classic!
PAGE 08

Major Event
Hot news from the Tokyo Game Show!
PAGE 09

Winners!
Touring Car Champions announced!
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New Games
Capcom's new Saturn plans exposed!
PAGE 13



▲ These graphics on a home console?



▲ Sega's new console will definitely deliver!

3Dfx Voodoo2 board for PC.

Another cause for celebration is the resolution of the system. Even Katana's lowest resolution will put Saturn's highest (as seen in Virtua Fighter 2) to shame. The system creates its images in super- high resolution before scaling it down to fit the restrictions of your TV or monitor. This should ensure compatibility with high-definition TV.

Developers are also keen to point out that Katana's no-nonsense design should give better performance from the PowerVR chip than the PC. "There are still a lot of bottlenecks on a PC that slow down communication between the chip and the main CPU [Central Processing Unit]. Specifically designed high-speed communications buses in the Sega machine increase performance a great deal."

EASY TO PROGRAM

The difficulty of programming the Saturn was one of the reasons for its poor reputation amongst the third parties. Sega have completely eradicated this problem by using a Microsoft Windows CE based operating system which (once again) developers are raving about. "We can have our 3D accelerated PC games up and running on Katana in a basic form in a matter of days - a month tops for a complete port.". This is down to compatibility with Microsoft's DirectX programming language as well as OpenGL - the hardcore 3D programming language championed by the likes of id software. This is actually causing a few headaches for Sega who have watched Sony's platform deluged with poor quality software simply because the PlayStation is so easy to program. "We're not just going to allow any one to port their PC games across," a high-ranking Sega wallah assured us. Sega are chasing prolific PC coders though, with the aforementioned id software first on the list.

The operating system also features

Sega's new system already boasts early demos that match Model 3 performance

networking capabilities completely compatible with PC - ports of PC titles that use the Internet for multiplayer gaming should allow console users to join computer players on net servers. And that's just the tip of the iceberg...

SSM SAYS...

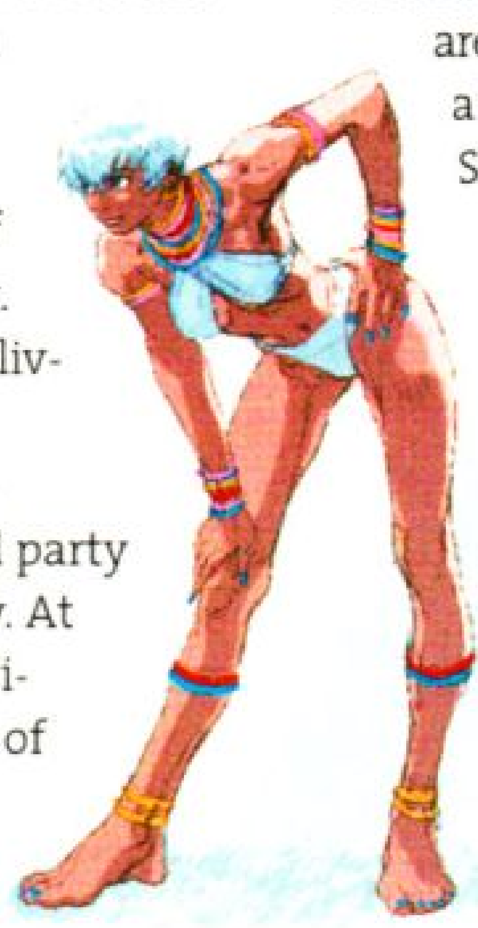
The future's looking bright for Sega. Saturn was an incredible machine, but general lethargy on the part of the third parties didn't do it any favours in the long term. We have a great deal of contacts in the development community and the overall impression of the new machine is highly flattering - companies want to do business with Sega again.

It's going to a dream come true for the gamer though: the basic message is that Katana does it all - 3D power to match the best that £1,500 PCs and even Model 3 has to offer. As long as 2D performance is up to an equal standard, the machine's future is guaranteed to be a bright one. Every passing day brings us closer to our first viewing of the hardware (a showing is due in late May according to our sources) and we're already most excited indeed!

New Games

BEING AT THE HUB OF ALL THINGS Sega it has to be said that certain... information... comes our way with regard to the new machine. This information is unofficial and until closer to the machine's launch, Sega won't confirm anything. When they release firm info, we'll tell you all. In the meantime, enjoy our little revelations...

As hinted at in the last issue, it now seems certain that Capcom are licensing Sega's new arcade technology which is based on the hardware of the new home system. This is a great coup for Sega who will now benefit from arcade-perfect renditions of Capcom's 2D and 3D output.



Tecmo have taken delivery of an arcade Model 3 development kit and have signed on as the first third party to use the new technology. At the moment they're experimenting with a new style of 3D fighting game. As was the case with coin-op Dead or Alive (which was based on Model 2), it's likely that conversions of whatever games they're planning will end up on the new machine.

AM Annex's Tetsuya Mizaguchi recently confirmed the development of Sega Rally 2 on the new machine in the pages of Famitsu Tsushin - Japan's foremost videogames magazine. He and his team are working closely with the CS Team responsible for Saturn Virtual On and Sega Touring Car Championship to ensure a high fidelity conversion.

A raft of original software is being developed for the new machine to supplement the wealth of arcade offerings. Sega are keen to give the line-up of games a lot more range than they did with Saturn. One of the more impressive looking titles currently being prepped has the working title of "Crimson". It's said to have a Tomb Raider style perspective but with the player in control of two characters, based on the female leads in Luc Besson films La Femme Nikita and Leon.

The creators of the excellent Abe's Oddysee have revealed that the sequel to their PC and PlayStation classic is definitely on the cards for development on Sega's new system. Not much else is known about the game save its title, Munch's Oddysee.

Sega are currently in negotiations with id software to bring their next generation title, Trinity, to the new system. Recently, id master programmer John Carmack revealed that the new graphics technology will be included in the forthcoming Quake 3, which will precede Trinity's launch. Expect Sega to be chasing Q3 as well as Trinity...







New Game

Choro Q Park







STRANGE ONE THIS. A COUPLE OF years ago, Takara released a little-known PlayStation title - Choro Q, which was subsequently snapped up for release in the UK under the new monicker of Penny Racers. By a strange turn of events, an enhanced Saturn version of said racer is currently doing the rounds in the Nippon, receiving very favourable reviews from the Japanese gaming press. The game itself is a cartoon racer, with cutesy cars racing around various locations in the Choro Q Park. From snowy race tracks to built-up urban courses, there's certainly no shortage of variety. The problem is that Choro Q Park looks destined to be import only, with a UK publisher looking very unlikely. Either way, we'll have more info in the next issue of SEGA SATURN MAGAZINE, when we finally manage to get our hands on an import copy.

OUT NOW

Only three titles in this month's Out Now section. Which of these "quality" games deserves a golden handshake and which deserves a golden shower? Here's where you find out...

Game of the Month

Panzer Dragoon Saga





By Sega 96%

THIS IS IT. PROBABLY THE BIGGEST game of 1998 - and it's only April! Yep, Team Andromeda's awe-inspiring Panzer Dragoon Saga is up for release this month and we strongly urge all of you to buy it now! This game has been in development for years, ever since the conclusion of Panzer Dragoon Zwei actually. In that time, Team Andromeda have crafted an epic adventure which astounds from start to finish. Graphically speaking, nothing comes close. Andromeda have taken the technical specs for the Saturn and discarded them, overcoming any and all graphical limitations the Sega machine might have, to produce the greatest visuals the Saturn has ever seen. Andromeda have taken a novel approach to the gameplay too. The dragon sections of the game are where most of the work is done, with exploration and simple logic puzzles being the order of the day. But it's the combat that causes the most worries, with the turn-based action presenting a stern challenge to the most accomplished players. Oh, and it's big - like reeeeally big. Spanning four discs (the first of which is one the front cover, by the way), it'll take you ages to complete. Take it from somebody who knows. What more can we say... buy ten copies! We're joking, of course.

Leapin' Lizards!

Rampage

By GT Interactive 69%

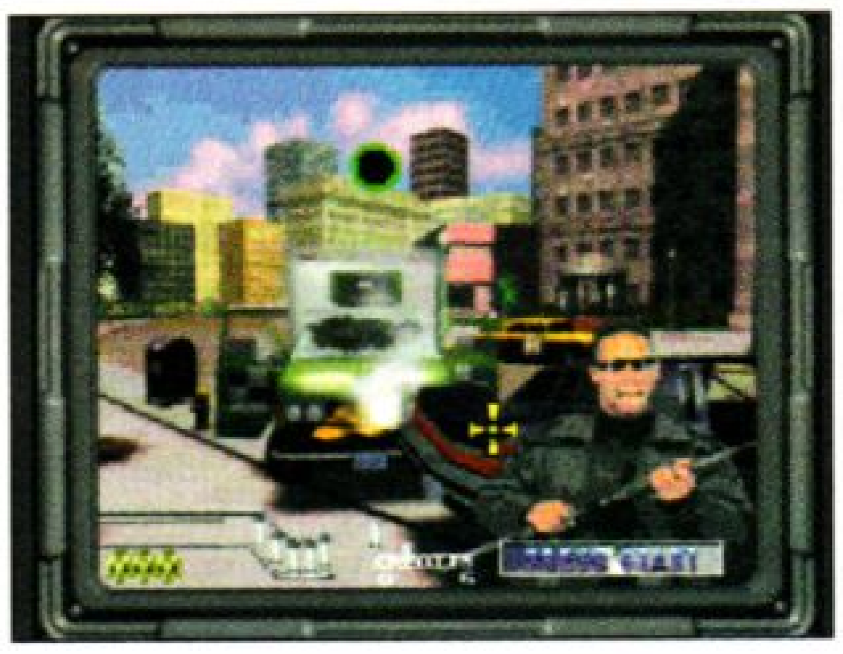
A QUICK STRAW POLL OF THE SSM team reveals that the original 1996 Bally-Midway Rampage coin-op is amongst our favourite games of all time. The mindless destruction of entire cities and consumption of its residents, whilst a tad shallow, was also extremely addictive and bloody good fun. But that was over a decade ago. This month sees the release of a 32-bit update - Rampage World Tour, and unsurprisingly, it sucks.

The shallow and repetitive gameplay and distinct lack of variety in the visuals didn't seem to matter so much in the arcades. After all, what do you expect for 20 pence? But finicky UK gamers demand so much more from a home console game. We would have liked to have seen a level editor, battle mode or a few other retro coin-ops on the same disc. No such luck. Rather the developers have opted for a straight port of the decade-old coin-op (albeit with a new lick of paint and a few new power-ups), which retro gamers will no doubt love, but is best left alone by those of us with more sense.



Maximum Farce

Maximum Force



By GT Interactive 71%

WE'VE SEEN THE LIKES OF MAXIMUM Force before and to be perfectly honest, they've all been pretty rubbish. Because of the limited way in which FMV clips have been used, previous attempts at FMV-based shoot 'em ups have consummately failed to live up to their hype. The same can be said of Maximum Force, though it is some way better than similar titles on offer.

On the whole the graphics work quite well. The video backgrounds don't seem to be running at a particularly high-resolution, but I guess this is necessary to keep the video running at a decent speed and in an almost full-screen display. The overlaid sprites blend quite well too, unlike comparative titles where they appear to be stuck in as an afterthought. In fact, it all looks quite impressive when you see it running, but a bit more colour wouldn't go amiss. The only real gripe we have with the game is that it's over far too quickly. The paltry three levels barely suffice, and the linear gameplay means there's little to entice you back.

Game Show News

Tokyo Game Show

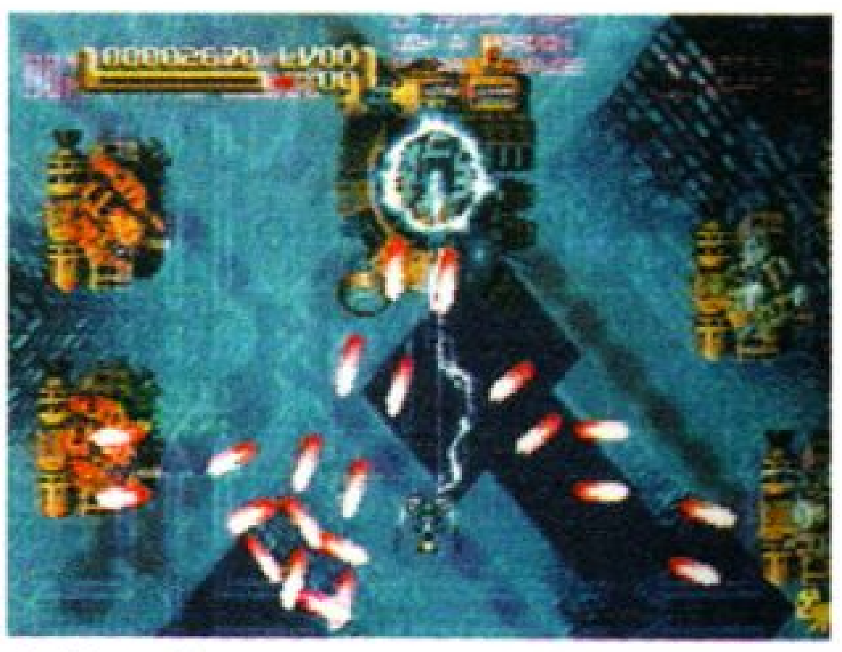
DESPITE RUMOURS OF THE SATURN'S impending demise, the Tokyo Game Show saw a surprising return to form for Sega's console. Held at the Makuhari Messe International Convention Centre from March 20th-22nd, the bi-annual show is the show-case event for Japanese videogame developers. A large number of companies were displaying a wide range of excellent titles due for release over the next few months. Capcom confirmed that most of their titles will be using the 4MB cart, including Pocket Fighter and Dungeons & Dragons Collection, Bandai had an impressive new shooting game called Millennium Fire and there were plenty of quality RPGs. Some of the better titles to look out for in '98 included Sol Divide from Psikyo, Gun Griffon II from Game Arts, Capcom's superb Vampire Savior and Taito's Go By Train.



Two arcade titles at the show that are expected to ported over to the Saturn in the near future were Treasure's Radiant Silvergun and Sunsoft's Astra Superstars.

Sega's stand booth was packed with people wanting to play House of the Dead and Sakura Wars. Sega also unveiled their next big game called Deep Fear. It's kind of like Resident Evil meets Parasite Eve, but there were no in-game screenshots on display. Full Tokyo Game Show report next month!





Radiant Silvergun: awesome shoot 'em up.



D&D Collection: from coin-op to console.


ESCORT
OUR WIVES WANT FUN!
CONTACT LOADSA GIRLS INSIDE!
PIN-UPS GALORE!
MAYFAIR
FINGER LICKING GOOD!

Competition

Win loads of Z goodies!

WE'VE BEEN HYPING Z FOR A COUPLE of months now - and with good reason, as it's one of the coolest action/strategy games to ever grace the Saturn. The simple, yet utterly absorbing gameplay was enough to win us over, hence the very respectable 85% rating lavished upon Z in this month's issue (check out page 68 for the full monty). But hey, don't let us sway your judgment, blag yourself a free copy and decide for yourself. We've teamed up with those crazy chaps at GT Interactive to present an awesome Z competition, giving you the chance to win a whole host of ultra-rare goodies. Yep, ten lucky winners will each receive a limited edition Z bag, filled to the brim with badges, a mouse mat, a key ring and of course, a copy of the game. So if you fancy getting your grubby little mitts on this cool stuff, all you have to do is answer this embarrassingly simple question:

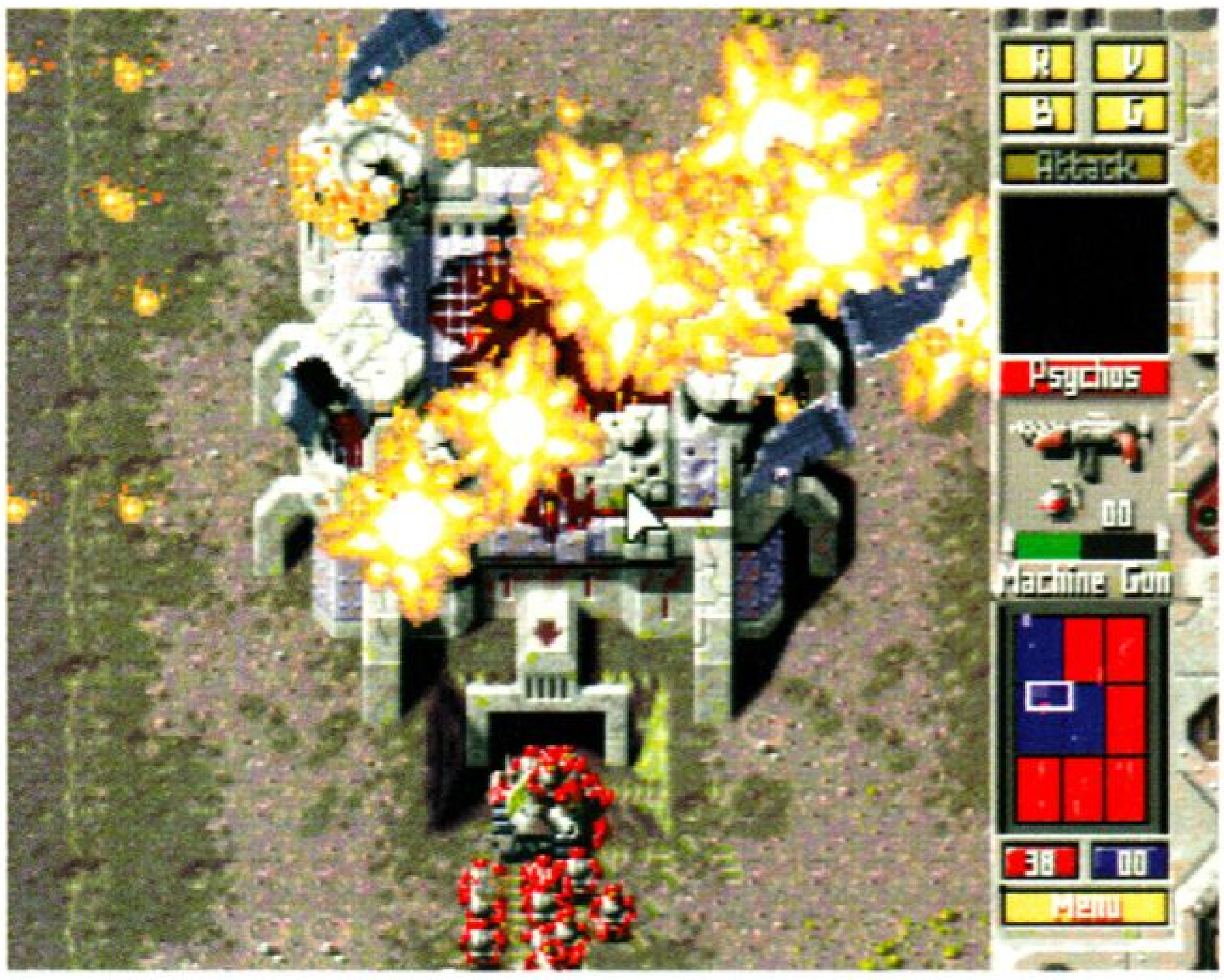






Who are the talented sibling developers of Z?

If you think you know the answer (and let's face it, it ain't that difficult), send your entries into the usual address and be sure to mark your envelope Zzzzzzzzzzzz. Correct answers will be drawn at random and each winner will receive hod-loads of Z goodies. Probably. Entries must reach us no later than April 20th 1998.



If you're a fan of Command & Conquer-style strategy games, Z should be right up your street.

News In Brief



AFTER THE SUCCESS OF SUCH musically-themed games as Parappa the Rapper and Bust a Move, it was perhaps inevitable that the Saturn would receive its own top tune title. Scheduled for a late April release in Japan, Mediaquest's Super Tempo was a bit of hit with younger gamers at the recent Tokyo Game Show. Featuring cute cartoon characters and simple puzzle games, Super Tempo certainly looks like a laugh. Players take part in musical challenges, learning timing and rhythm, and there are platform elements for older gamers to tackle. It may be 2D and sickeningly sweet, but we reckon Super Tempo will still be a popular import title.





Result!

Touring Car Winners



OOOOOPS! WE WERE GOING TO publish the winners of our Touring Car Global Net Event in the last issue of SEGA SATURN MAGAZINE, but due to errr... circumstances beyond our control, it didn't happen. Sorry. But back to business. Our office was literally flooded with entrants over the Christmas period, and in the end there were mere thousandths of a second separating the top four entrants. But in the immortal words of Sean Connery, "There can be only one...", which in this case is the talented Chu Van Dam from Finchley, with a ball-busting time of 1' 03" 278. Expect a package containing every single official UK Saturn peripheral to be winging its way to you sometime soon!

Oh, and there's more. Yep, the three runners-up with the fastest times will each recieve a bumper supply of official Sega Touring Car Championship merchandise. That means you - Justin Roberts from Wales, with a time of 1' 03" 459. Paul O'Connor from Middlesex, with a time of 1' 03" 783, and Joel Moss from Wiltshire, who racked up a time of 1' 04" 105. And hey, don't hassle us on the phone for your prizes, we'll send them out as soon as we receive them. Alright already!

Import Update

Capcom's Coming!



AS THE SATURN'S STAUNCHEST third party supporter, Capcom are keeping Sega's 32-bit console alive with some stunning coin-op conversions. In the past few months we've "oohed" and "aahed" at the likes of Marvel Super Heroes, X-Men vs Street Fighter and next issue we're gearing up for the incredible Vampire Savior. However, Capcom aren't one to rest on their laurels and have even more awesome games lined up for release in '98. In early July, combat fans can look forward to Super Gem Pocket Fighters, a conversion of the cutesy puzzle/beat 'em up currently doing the rounds in arcades. Those of you wondering about the state of Dungeons & Dragons Collection need fret no more as Capcom are set to unleash the game sometime this summer.

Looking to the latter part of the year and Marvel Super Heroes vs Street Fighter is on the horizon. More of an update to X-Men vs Street Fighter, this clash of titans will be hitting Japan in September. Finally, we're frothing at the mouth in anticipation of Marvel vs Capcom, although we probably won't see this fantastic fighter until Christmas. Get those Saturns converted NOW!





Another Sighting

THE GREAT NUTTER HUNT CONTINUES this month, with alleged sightings pouring into the office on a daily basis. As our more loyal readers will remember, last month's News in Brief contained a witty piece urging the public to be on the lookout for our very own Lee Nutter. Those of you who managed to tear yourselves away from your copies of Croc have glimpsed 'The Beast' in locations as far afield as Dorking and Scunthorpe. Usually seen barking at the moon or cocking his leg against parking meters, the Nutter is extremely unfunny and must NOT be approached! However, the cold weather of the last few weeks has forced the Nutter to return to his hibernating state and await warmer months. Be warned, he'll be back when it's hot and sticky...



News In Brief

A QUICK UPDATE ON LAST month's Power Drift preview. Basically the game's out on import now and features an all-new Grand Prix mode, allowing you to race against other drivers collecting points on all 25 tracks. Gain first position and secret courses open up. Additionally we can also clarify that there are two different soundtracks - original and super-arranged. The originals don't sound right though, but the overall aural impression is ace! Overall, if you have fond memories of the old coin-op, this definitely worth a look...





HMV CHARTS

Week Ending 27 March 1998

HMV — KNOW HMV · KNOW GAMES

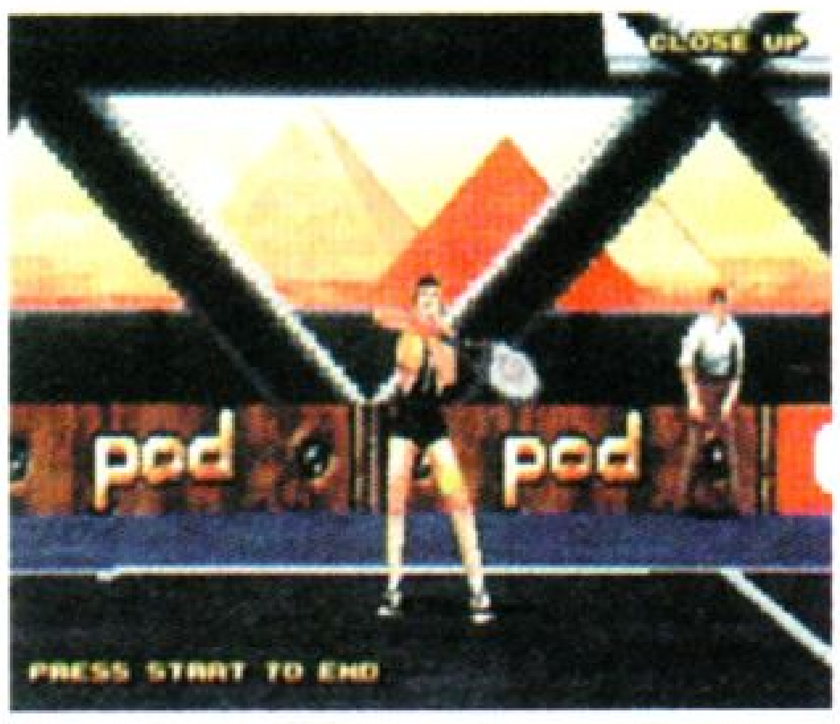
Send us your top ten titles and you could win a free Saturn game! Post your choices to READER CHARTS, SEGA SATURN MAGAZINE, 37-39 MILL HARBOUR, ISLE OF DOGS, LONDON E14 9TZ. We give away exclusive pre-production games to winners! This month's winner is Christopher Doolan from Alexandria, Scotland.

	HMV CHARTS		READER CHARTS		SEGA PARK CHARTS
1	Steep Slope Sliders	1	Panzer Dragoon Zwei	1	Marvel vs Capcom
2	Marvel Super Heroes	2	Sega Rally	2	The House of the Dead
3	Duke Nukem 3D	3	Worldwide Soccer '98	3	The Lost World: Jurassic Park
4	Resident Evil	4	Winter Heat	4	Rival Schools
5	Winter Heat	5	Sonic R	5	Marvel Super Heroes vs Street Fighter
6	FIFA '98: Road to World Cup	6	Sonic Jam	6	Sega Rally 2
7	Sonic R	7	Steep Slope Sliders	7	Virtua Fighter 3
8	Quake	8	Resident Evil	8	Motor Raid
9	Alien Trilogy	9	NiGHTS	9	Le Mans 24
10	Last Bronx	10	Quake	10	Mortal Kombat 4

New Game

Anyone for Tennis?







APPARENTLY NOT AS FAR AS UK Saturn owners are concerned. What are we wittering on about? Well, it's Tennis Arena, y'see. Developed by Brit coders UbiSoft (responsible for Rayman and Street Racer), this sports sim was all set for a a European release late last year. However, due to the game failing to pass Sega's stringent (!) quality control tests, the game was passed over and instead has since found a new home in Japan.

If you're a fan of tennis and have bored yourself stupid with the likes of Breakpoint, you may want to give this import title a bash. Featuring polygon players, some cool camera angles and decent gameplay, Tennis Arena isn't actually that bad. However, with Gremlin's Actua Tennis suffering from the Curse of Matt Yeo and no other bat 'n' ball games due out on the Saturn in the near future, Tennis Arena might be your only choice. Expect more coverage next issue.



Balls! We'll take a look at Tennis Arena next ish.



New-look Saturn

Clear and present Sega

SEGA HAVE COME UP WITH A NOVEL way to squeeze the last few drops of juice out of the Japanese Saturn market with this special transparent "Skeleton Saturn" edition of the machine! But don't worry about missing out on any groovy new hardware - it's just a normal Saturn underneath that spunky new exterior. Sega of Japan have launched it in pretty limited quantities too, with only 30,000 of them being produced for sale in Japan. An interesting novelty? Oh, yes. A market-shaking return to former glories for Sega? Probably not. Would look cool under your telly, though.



Interview info

IF YOU'RE A FAN OF THE GRAPHICAL adventures D and Enemy Zero, keep your eyes peeled for the next issue of SEGA SATURN MAGAZINE. It just so happens that Warp supremo Kenji Eno is planning to pop over to Europe for a spot of shopping and we'll be having an exclusive interview with the big man himself! As you'd expect, Mr Eno is a big fan of SSM and we're keen to get him well sozzled before he spills the beans on the Katana and future Warp game's.

In other related news, Warp's follow-up to D will be debuted on the Katana in Japan on May 23. Apparently, the entire event will be broadcast live over the 'Net. Ads placed by Warp in the Japanese press over the past few months have included the teaser line 'Runs Under ******', with the platform name blanked out. All be revealed in just a few short weeks...







NEXT MONTH

Vampire Savior. King of Fighters '97. Gun Griffon II, Shining Force III (English!), Deep Fear, World League Soccer review! Plus: Sega Flash #7! Zounds!



Dear Mr Newsagent,

I've written you a poem: I love you Mr Newsagent/ I love your rows of sweets/ I love your dairy products/ and fantastic range of meats/ I really love your little shop/ it's the best I've ever seen/ so please save me a copy/ of SEGA SATURN MAGAZINE. Cheers!

NAME

ADDRESS

On the CD...

Regular readers know that Panzer Dragoon Saga is an epic RPG spanning a whopping FOUR CDs. And, as you've probably noticed, disc one is stuck to the front of this very magazine! Outstanding!

THE CONTROLS

Panzer Saga has the simplest controls of any RPG ever! While flying and exploring on foot, pressing the A button brings up a cursor. Move this over an object (near or far - you need to be close to examine most things) and press A again to investigate. While flying on the dragon, the B button is used to fly forwards. Simple. The combat is a bit more complex - when the boss appears your health and weapon power screen will appear. Let the power gauge charge for as long as you dare, before pressing A to select a target and fire.

PRESS START TO CONTINUE

Pressing the pause button while fighting a monster brings up extra options down the left-hand side of the screen. From here, different guns and attacks may be selected - the homing berserk laser is particularly potent! Pausing the game while exploring on foot, or riding the dragon, brings up the standard pause menu. This allows players to check the items in their possession, view the monsters that have been defeated and travel quickly around the Panzer universe thanks to the handy World Map.



Make sure you go to the 'camp' (accessed from the World Map option) - here you may rest your dragon and even give him a name to cheer him up!



We've been really disappointed with the lack of CDs on recent issues. Bet you're glad you stuck with us now, eh?!

SUDDENLY IT ALL BECOMES CLEAR

We thought Panzer Saga was cool, then we played the English translation - and it's even cooler! After watching the excellent intro you'd expect to get straight into the game, but no, there's another incredible five-minute FMV sequence which sets the story for the adventure to come.

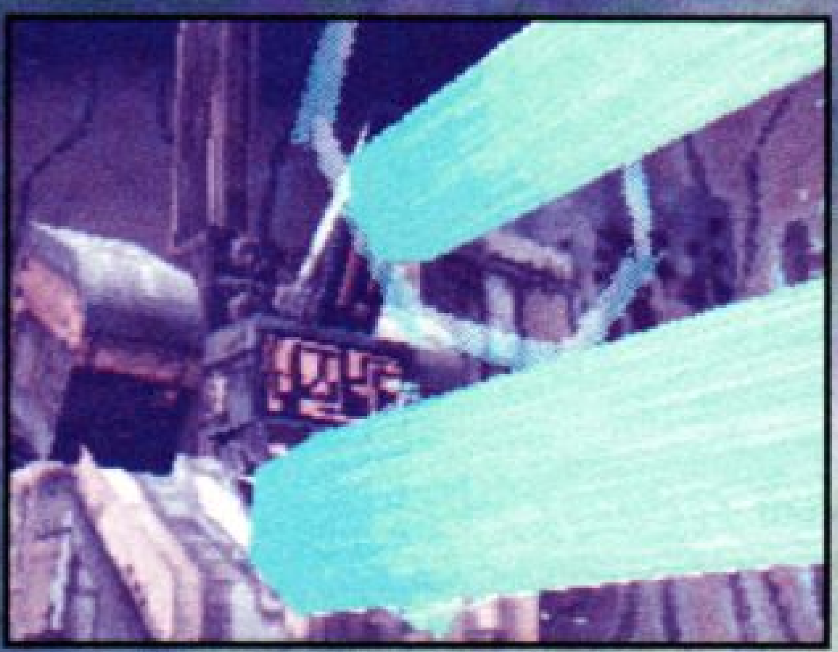










HELLO THERE, BIG FELLOW!

Freaky creatures are one of the highlights in Panzer Saga and, thankfully, there's a decent selection of monstrous foes included on this first CD. The first few are pretty simplistic at this stage, setting the scene for some of the awe-inspiring creations found on the later CDs. But even so, these smooth, glitch-free monsters look very impressive indeed!

THINGS TO COME!

So, you think that was good? You should see the rest of the game - it's incredible! We don't hand out 96% review scores lightly you know. Even this first CD makes it obvious that Team Andromeda have taken their time with this baby (the much-delayed Japanese release also testifies to this) and, as a result, Panzer Dragoon Saga is easily the best RPG available on the Saturn. Our massive Showcases in the last couple of issues gave players a glimpse of what to look forward to on the remaining CDs, and believe us when we say the best is still to come!









Stay tuned Saturn demo fans – the latest Sega Flash CD is on its way, and who knows... maybe we'll wangle that mystical Lobotomy disc sometime soon?










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cstn 00000618442
bygt 0036776800,130047260
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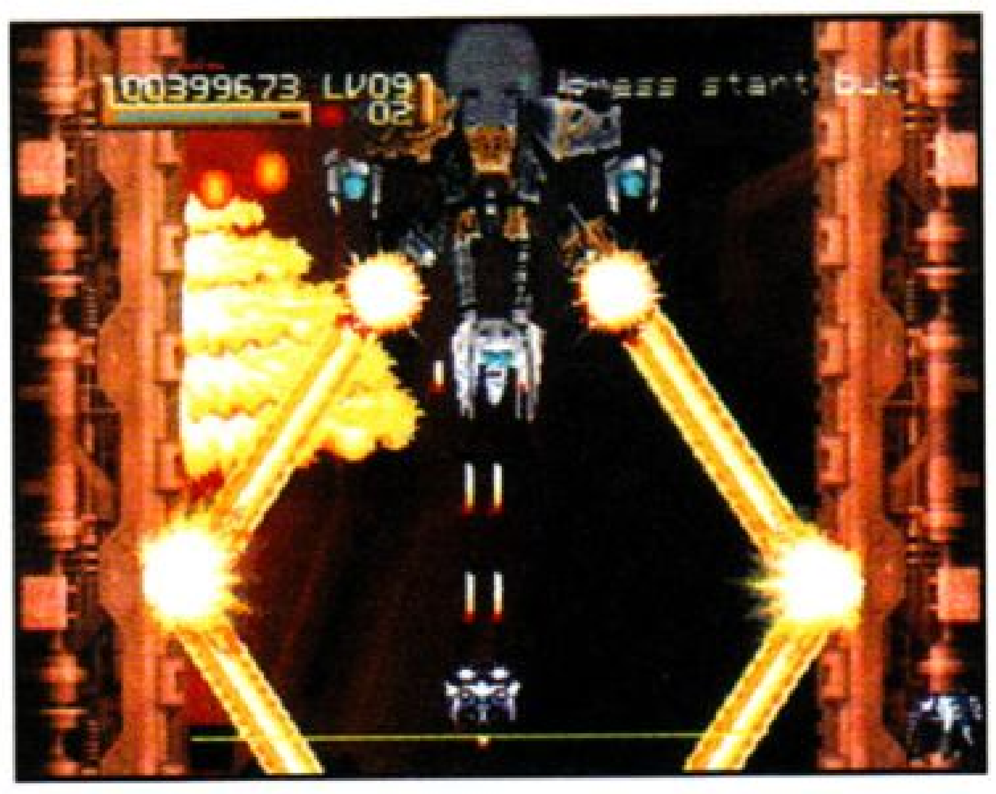
Radiant Silvergun

Although well-known for their platform titles, Treasure have just released an awesome arcade shoot 'em up. In fact Radiant Silvergun is so amazing, it looks set to blow away its rivals! MATT YEO reports.

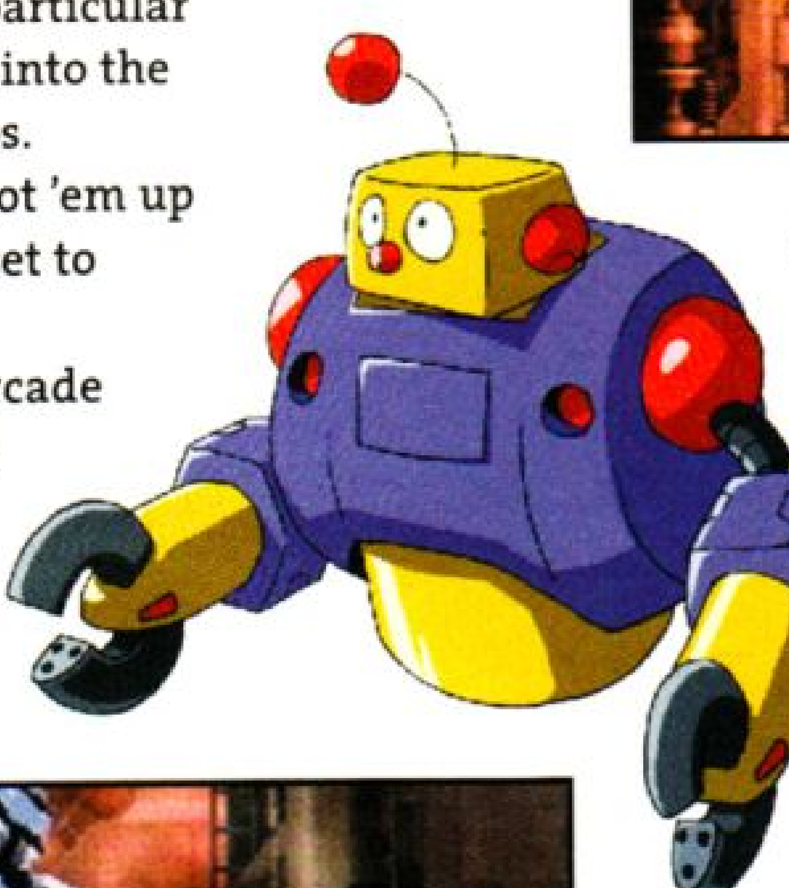
We're big fans of Treasure and have followed the company's meteoric rise to fame over the the past few years with wide-eyed awe. Gunstar Heroes is still undoubtedly one of the finest 2D platform games we've ever played, even managing to give Sonic a run for his money. Likewise, such stunning Sega titles as Light Crusader, Dynamite Heady and, more recently, Silhouette Mirage have only strengthened our belief in Treasure's supreme creative talents. However, while the company's staple diet of platform games have always pushed the boundaries of that particular genre, Treasure are now branching out into the often predictable world of shoot 'em ups.

Gunstar Heroes may have had shoot 'em up elements, but Radiant Silvergun looks set to rewrite the rulebook.

Running on the ST-V (or Titan) arcade board, the game introduces players to a futuristic world where the Earth has been destroyed and humanity has encountered many warring alien races. Using a standard joystick and three button set-up, Radiant Silvergun features many standard shoot 'em up trappings, but Treasure is keen to turn everything you know about this genre on its head. For starters, attacking enemy craft fire weapons that travel a lot slower than you'd probably expect. However, there are literally hundreds of these shots filling the screen, forcing players to rely on both their piloting

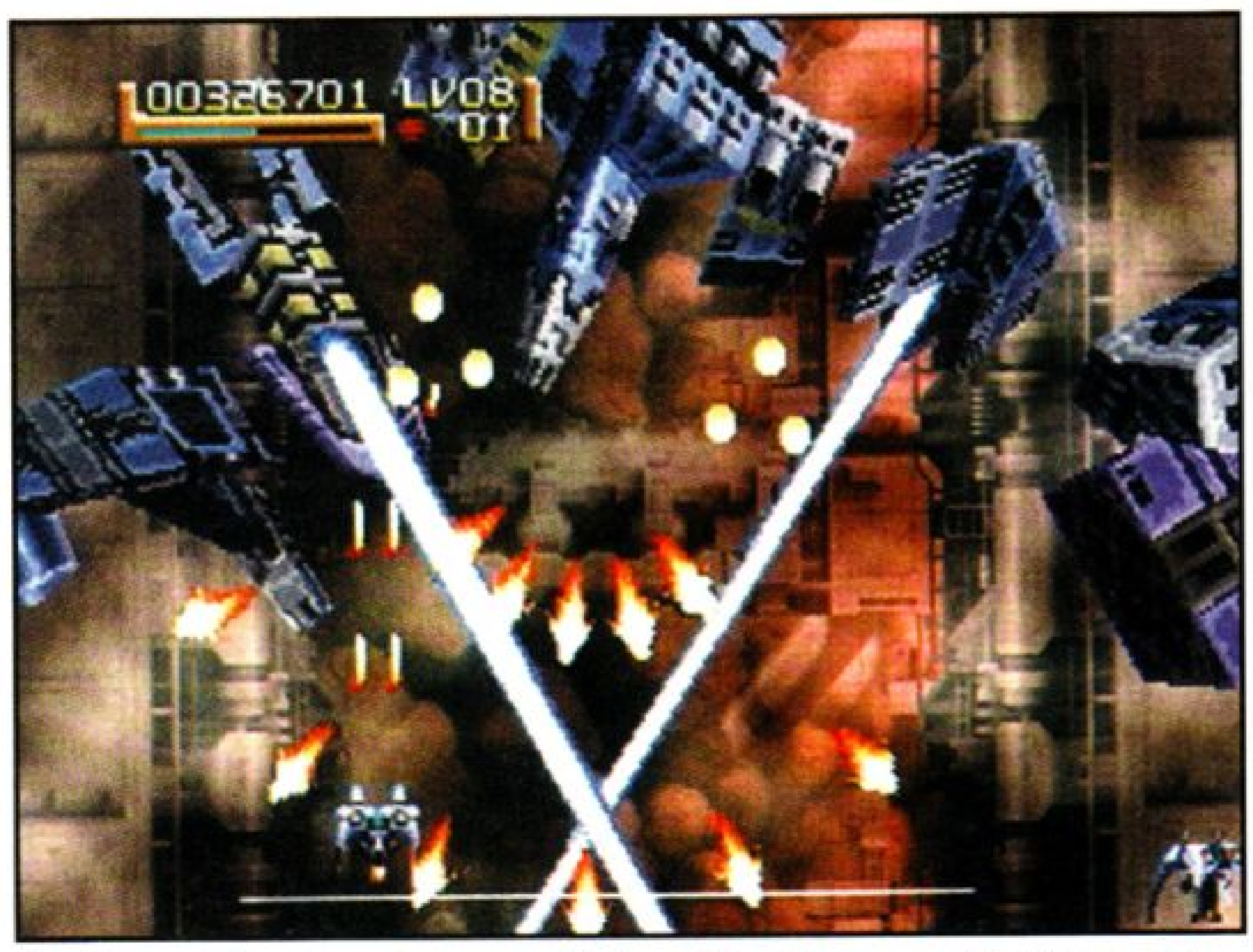




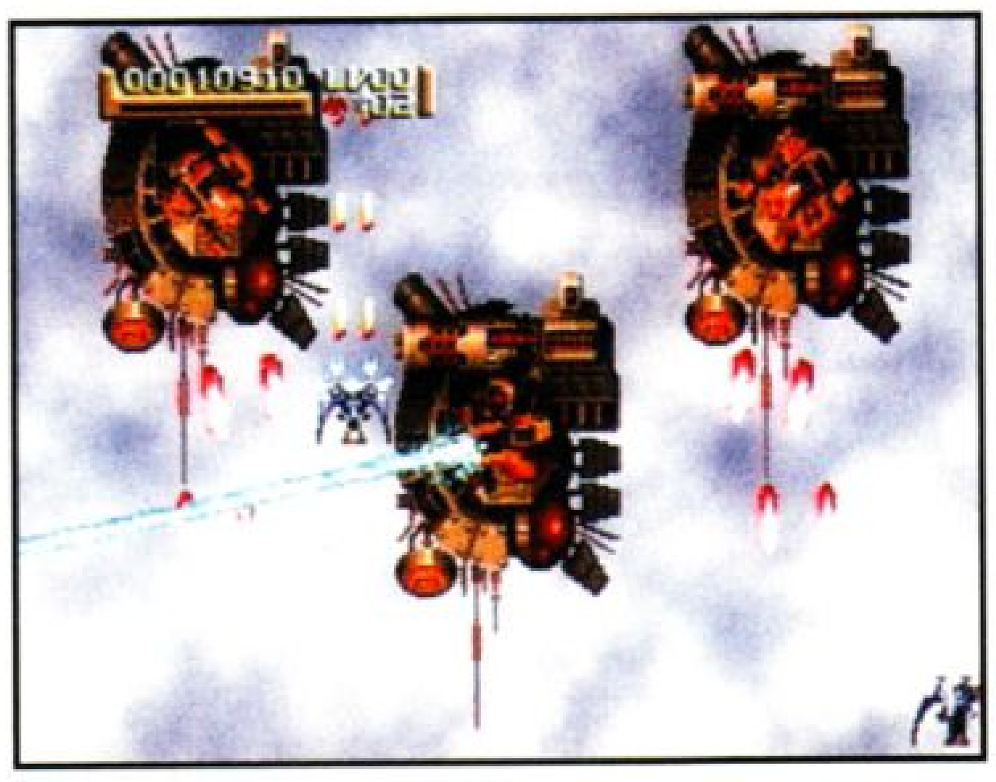


Interactive backgrounds add an all-important strategy element to Radiant Silvergun.

Gunstar Heroes may have had some classic shoot 'em up elements, but Radiant Silvergun is set to rewrite the rulebook!



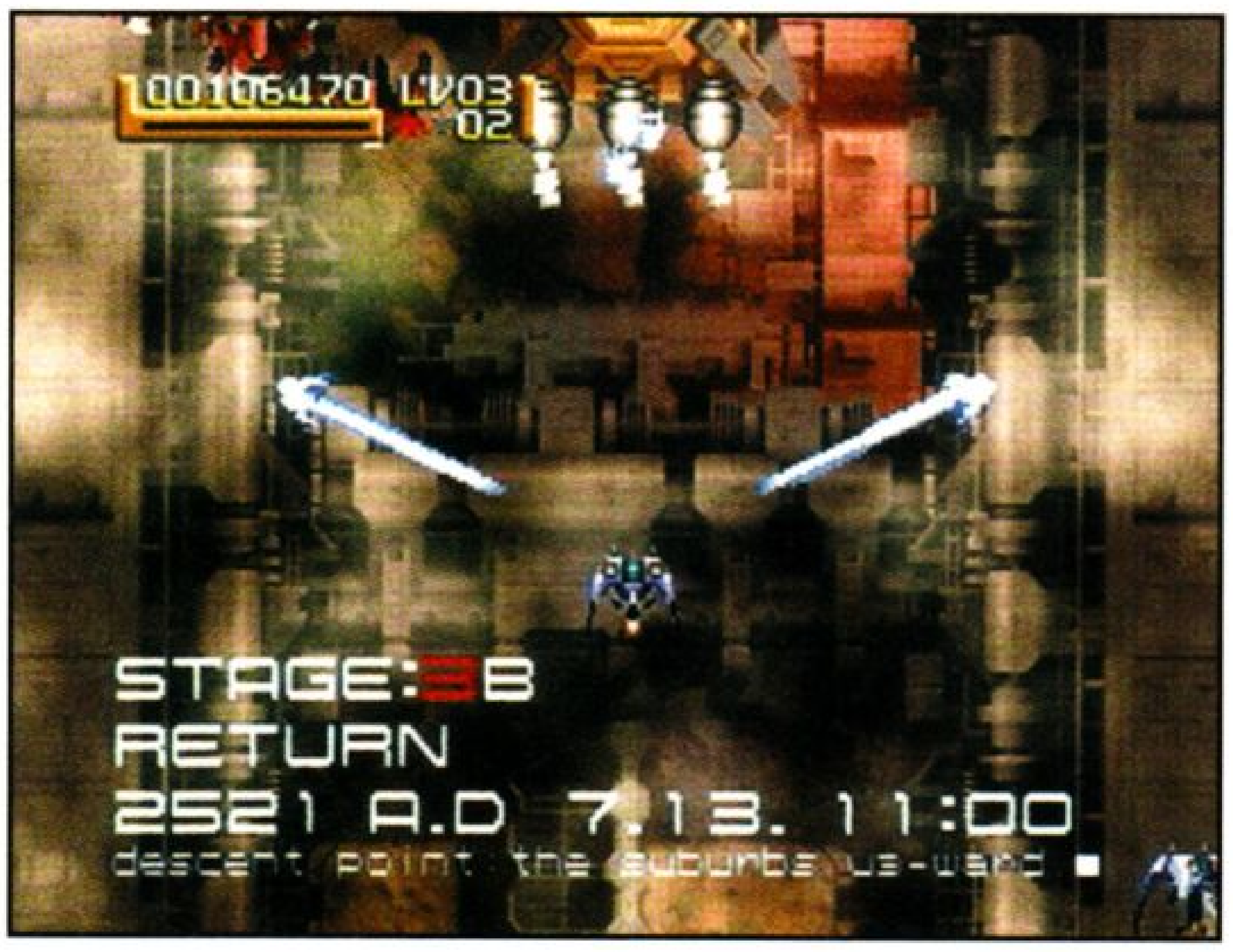
▲ The majority of enemies are sprite-based, but bosses are 3D nightmares!



▲ Players combine shots for devastating damage.



▲ Treasure have produced an amazing shoot 'em up.





It's hard to believe that Radiant Silvergun uses the ST-V arcade board!





With graphics this good, Treasure are guaranteed a massive coin-op hit.

Players face a barrage of enemy fire in Radiant Silvergun and only supreme piloting and shooting skills will save the day.

skills and firing talents to survive. The idea is that if you die during combat then it'll be down to your poor skills and not the computer "cheating".

Unlike typical shoot 'em ups, players are capable of firing a number of specialised shots using A, B and C buttons and these may be combined to activate more powerful weapons. In addition, you can gain experience by defeating enemies, resulting in specific weapons being powered-up. In fact it's possible to increase the power of these weapons to truly phenomenal levels, but more on this later. Radiant Silvergun is a two player experience that pushes pilots to the limit by hurling them against huge polygon bosses, wave after wave of sprite-based alien fighters and even interactive backgrounds. However, what's really getting the SSM lads worked up is the possibility of a future Saturn conversion. After all, with such ST-V games as Die Hard Arcade and Winter Heat being ported over to Sega's home system, there's every reason to expect a coin-op-to-console game. We'll keep our fingers crossed that Treasure have the sense to take its debut arcade experience to a wider audience and we'll keep you posted on any future developments!

POWER-UP SYSTEM

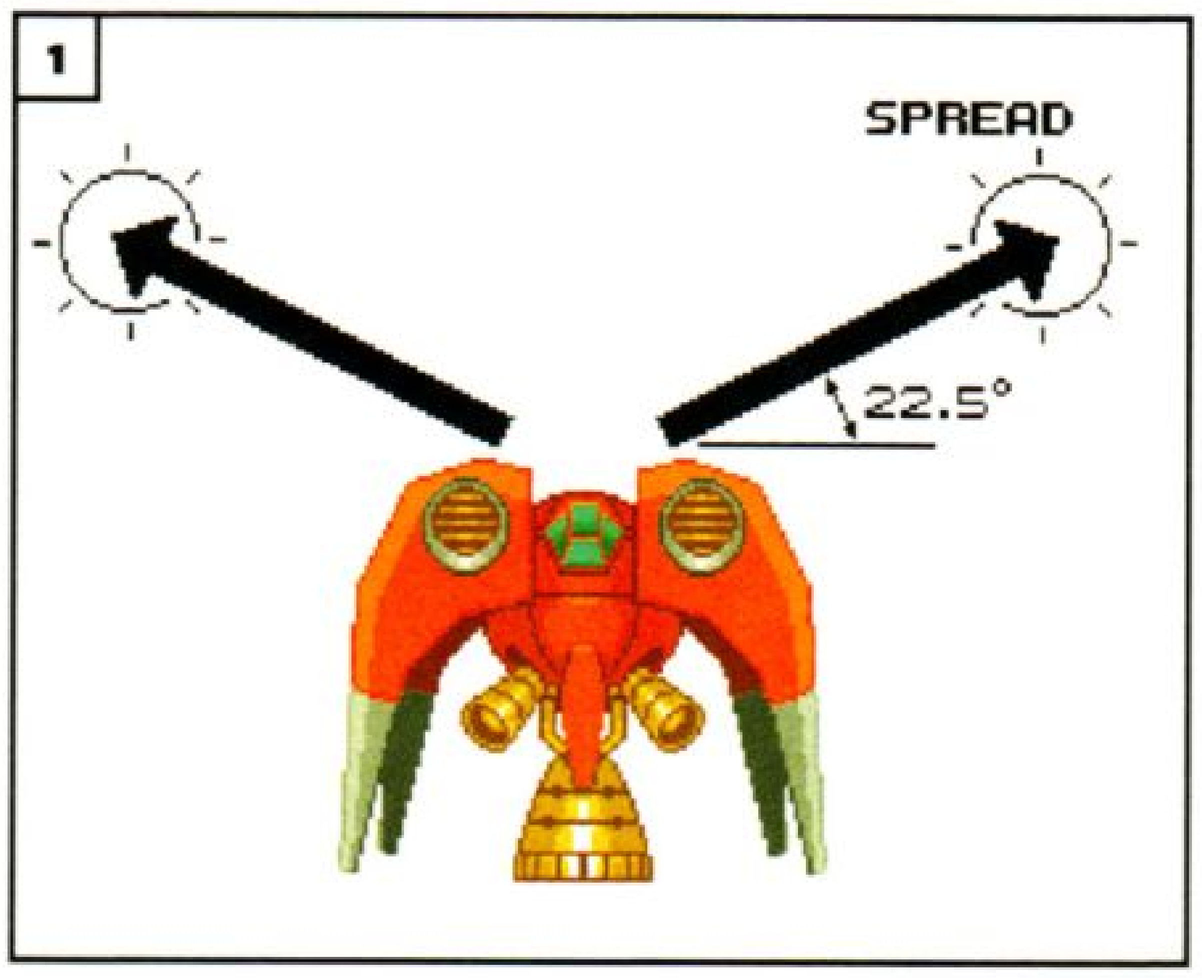
It's interesting to note that there are actually no power-up items in Radiant Silvergun. Instead, players gain experience after

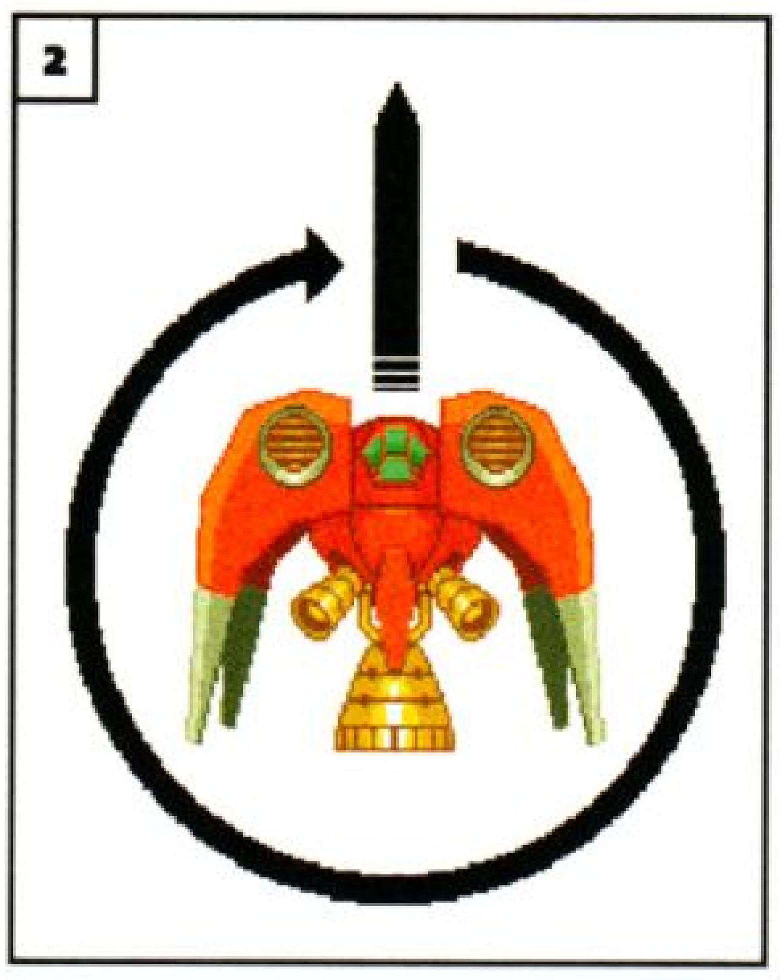
SILVERGUN SHOTS

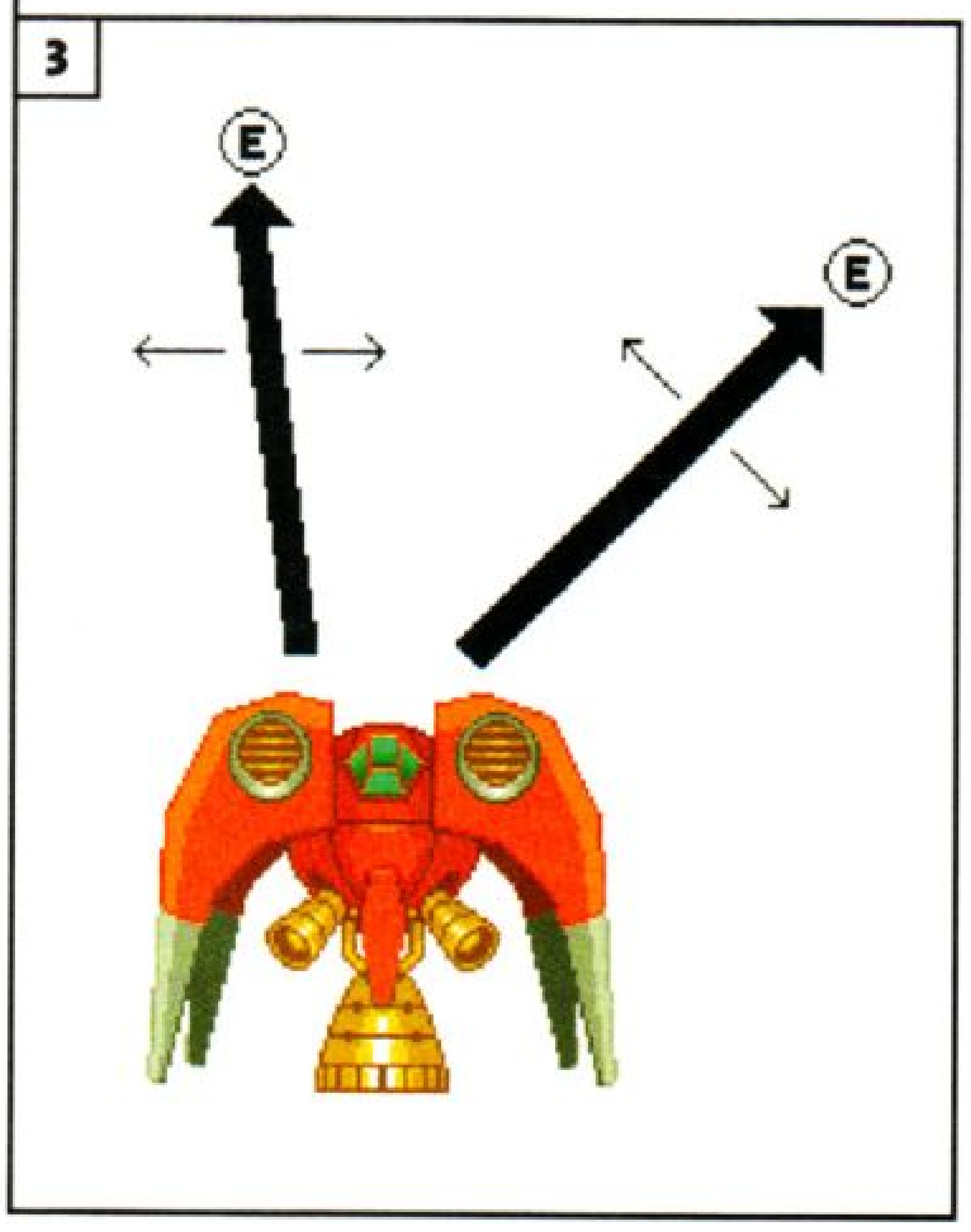
There are three basic shot types in Radiant Silvergun, but these attacks can be easily combined for more complex shots:

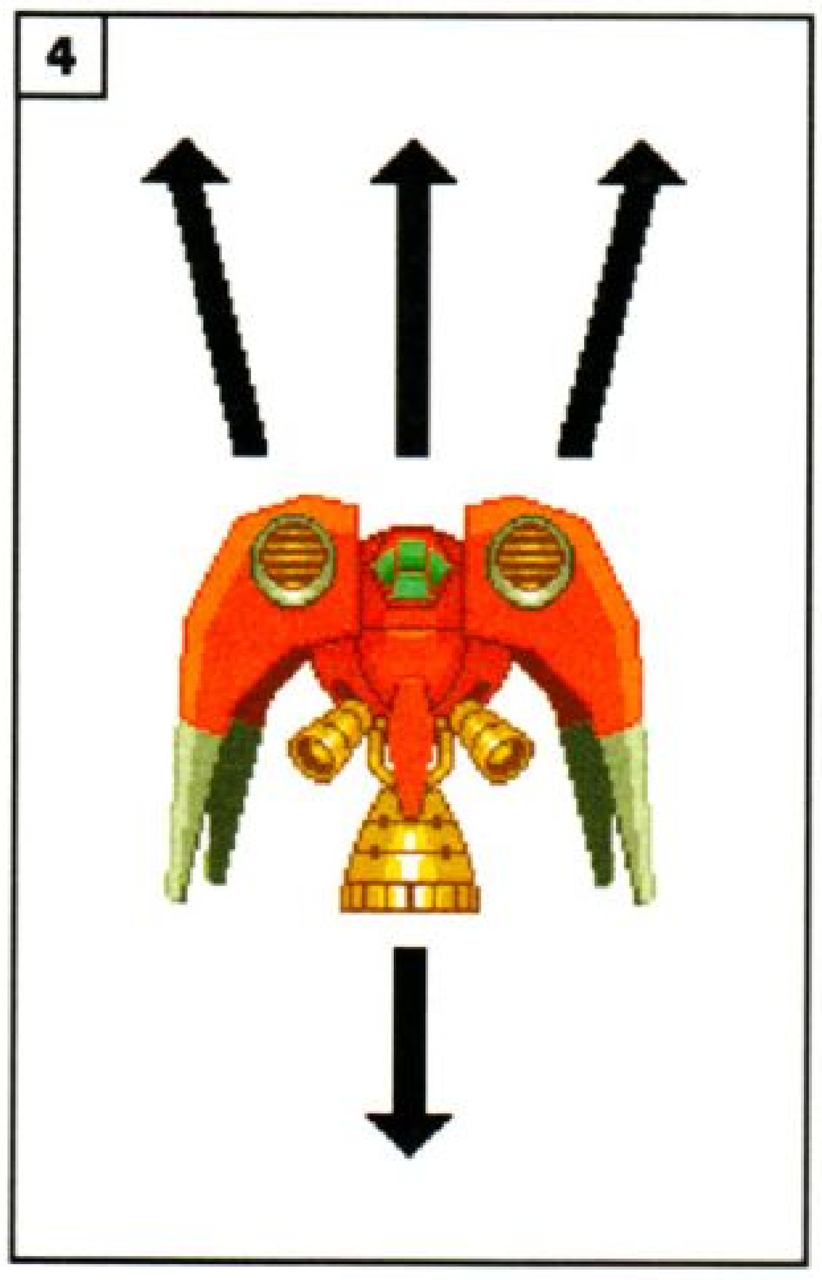
1. **HOMING PLASMA SHOT** Press: A + B buttons
2. **RADIANT SWORD (HYPER SWORD)** Press: A + B + C buttons
3. **HOMING SHOT** Press: B button
4. **V-SHAPE SPREAD SHOT** Press: C button
5. **VULCAN SHOT** Press: A button
6. **MARKER HOMING SHOT** Press: B + C buttons

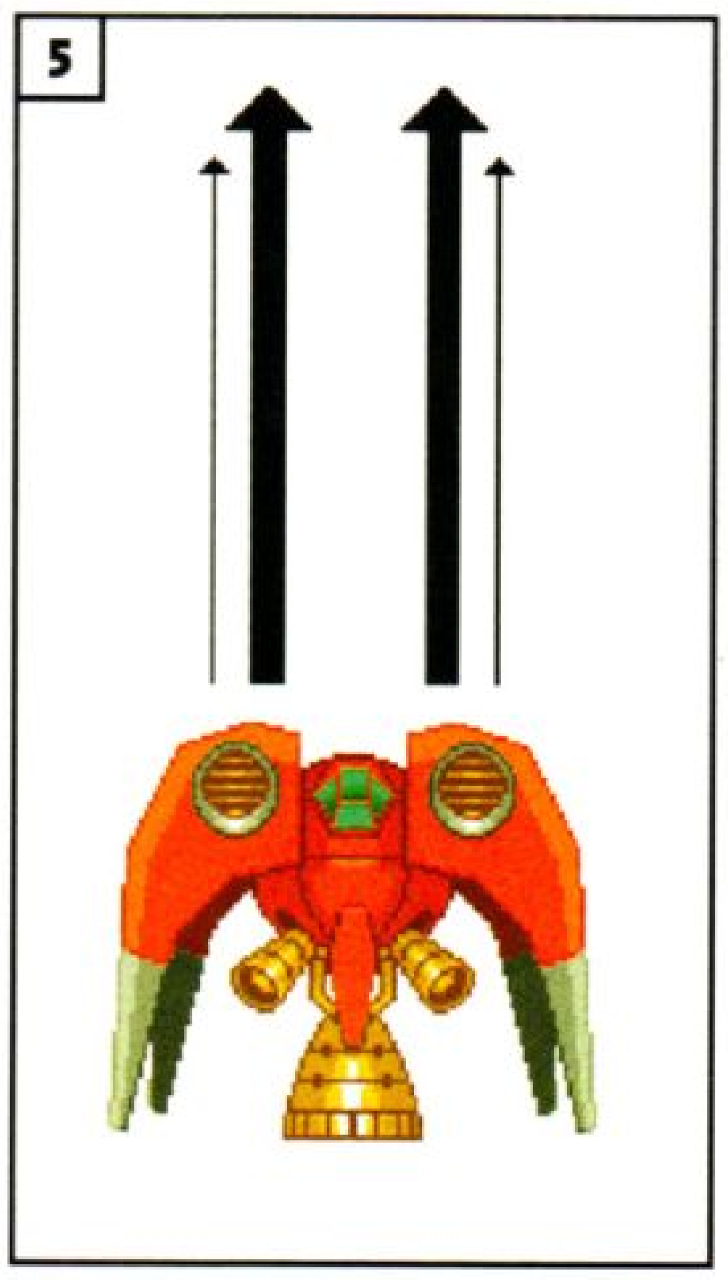
Note: RADIANT SWORD (HYPER SWORD)
The ultimate weapon. When activated, a sword of light appears from the Silvergun and decimates everything in its path. Also gives players invulnerability for a short time.

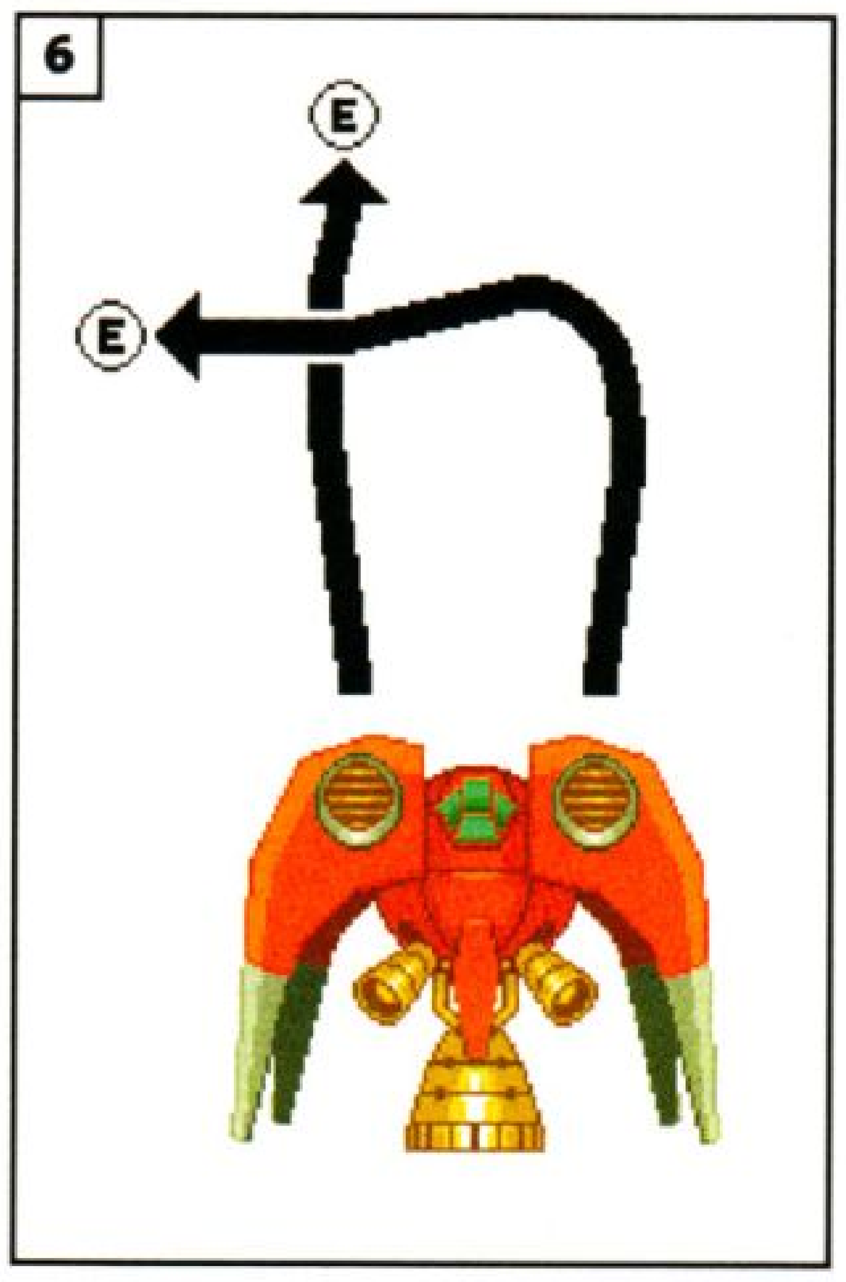


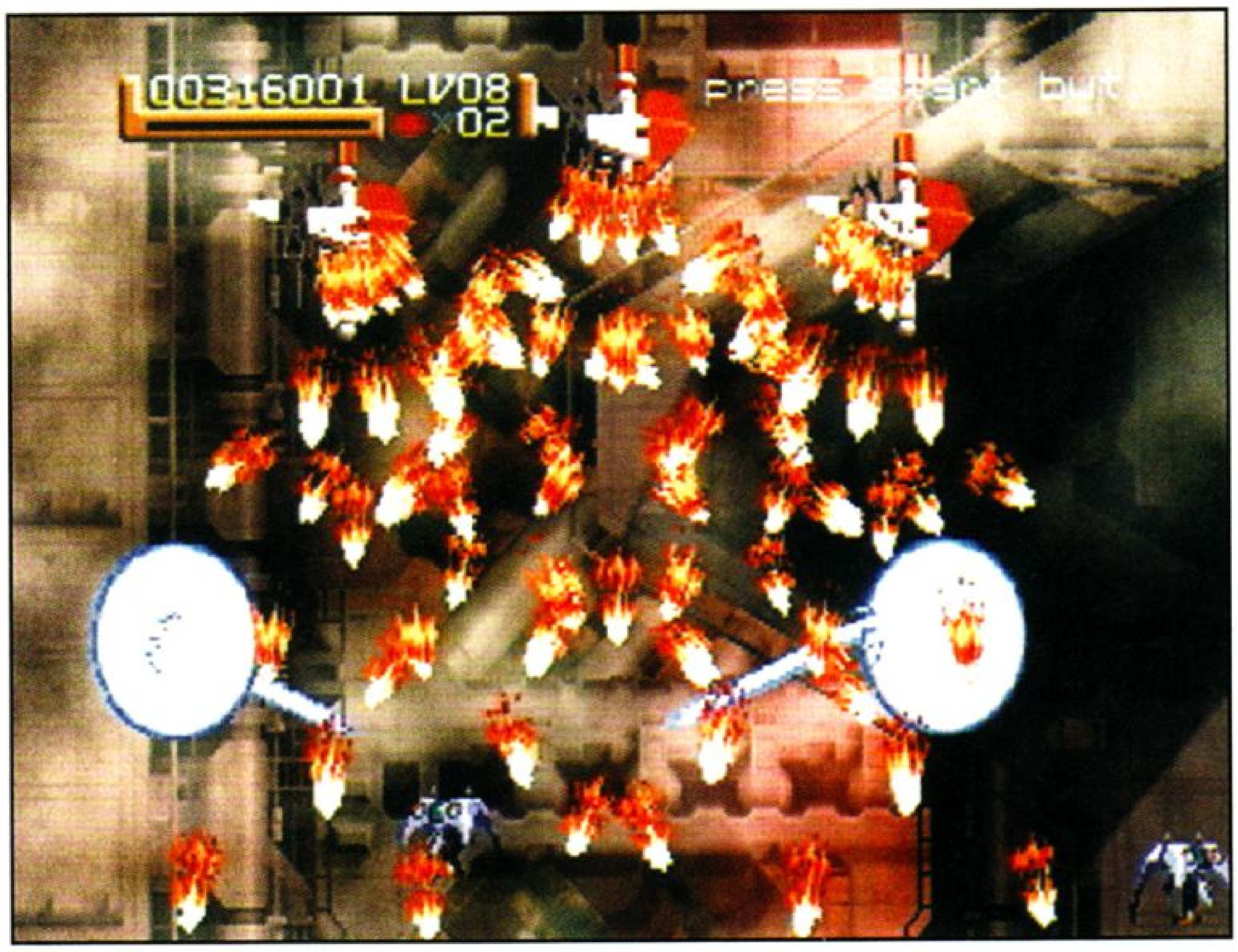












Weapons are powered-up by destroying enemy ships. It's also possible to increase the strength of each shot 33 times!



▲ For a change of pace, enemy shots travel slowly yet there are hundreds of them on-screen at once, requiring spot-on piloting skills.





▲ So what are the chances of a Saturn conversion? Wait and see...

defeating enemies and this eventually results in a level-up. As the levels rise, your weapons will power-up as well. Also, increased firepower is specific to the weapon you used to destroy a particular enemy. So if you want to strengthen your Vulcan Shot then all you have to do is keep using it to defeat attacking enemy hordes. When you combine your weapons, your experience will influence their special attacks. Therefore, the game is influenced not just by simply defeating enemies, but also by the way in which you destroy them. Cool, eh?

WEAPON LEVELS

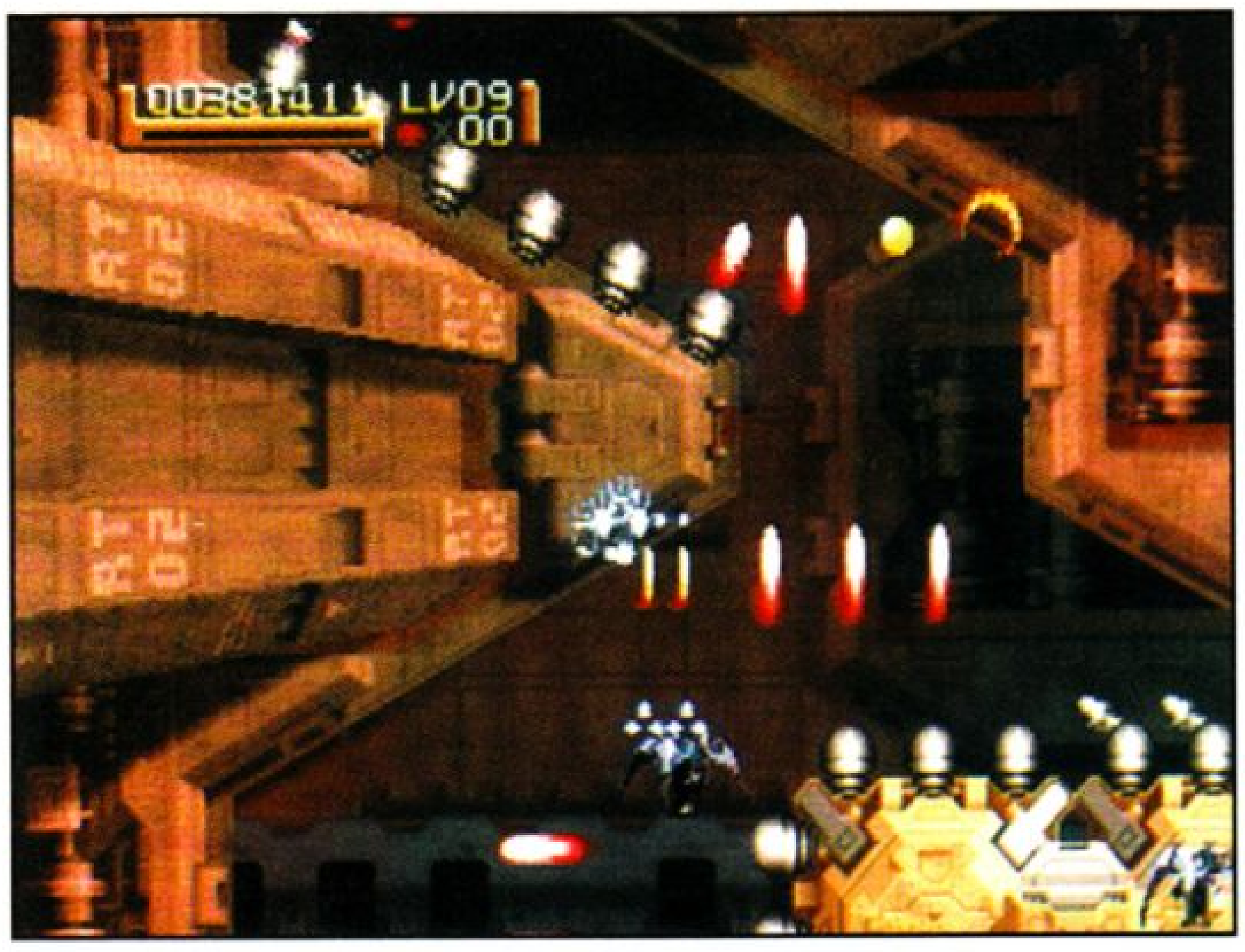
There are a maximum of 33 level-ups for each weapon so in total there are a whopping 99 level-ups available! On average, by clearing a whole stage you can increase each weapon by 10 levels, or in total 30 levels. However, the ship's speed is fixed and cannot be boosted.

EXPERIENCE

In order to power-up your weapons in Radiant Silvergun, it's essential to gain experience. There are two types of experience to be had, Normal and Bonus. Normal experience is gained just by destroying enemy ships. However, bonus experience is gained by successfully completing certain conditions. These include the following:

CHAIN BONUS

This is the most profitable way of gaining bonus experience. In Radiant Silvergun, enemies are divided up into various colours



▲ Even in two player mode, Radiant Silvergun is rock-hard!





▲ Treasure look set to blow away all other shoot 'em ups on the market.



We're big fans of Treasure here at SSM and can't wait to get our hands on Radiant Silvergun!









So you thought shoot 'em ups were dead? Think again! Radiant Silvergun is fantastic!

As Radiant Silvergun uses the ST-V (Titan) arcade board, there's every reason to expect a Saturn conversion.

from the lowly Zako to the many powerful bosses. You can get a basic bonus if you shoot three of the same colour enemy in a row. On top of that, if you shoot another three ships of the same colour, you can get a special chain bonus. This continues until you hit a different colour.

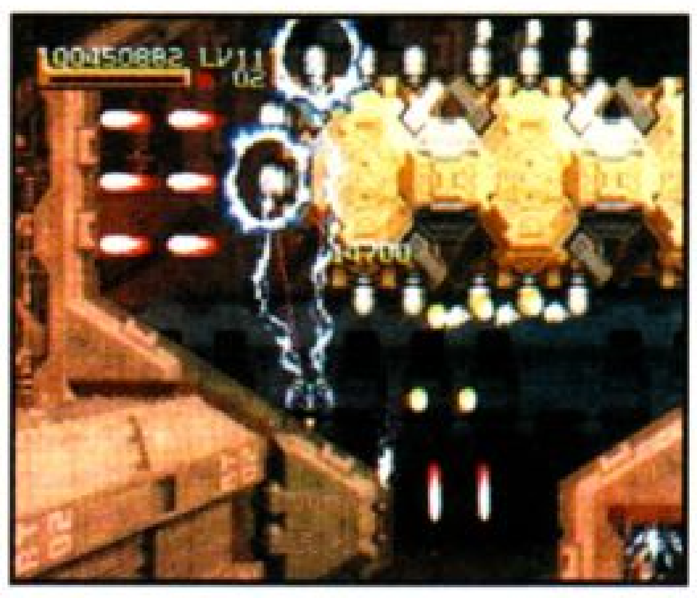
WEAPON BONUS

There are seven types of weapon in Radiant Silvergun, each with its own special conditions for a bonus:

VULCAN - 200 continuous hits
HOMING - 300 continuous hits
V SPREAD - 16 continuous hits
HOMING VULCAN - Hit same enemy for 15 seconds
WIDE TYPE - Get 500 hits in 20 seconds
MARKER HOMING - Continuous hits for 15 seconds
RADIANT SWORD - Continuous hits for 5 seconds

BOSS BONUS

Players can destroy various parts of a boss to weaken them. Depending on how many parts you've destroyed, your bonus will be different. Your performance is displayed in a report as a percentage after the stage has been cleared.





CHARACTERS

Surprisingly for a shoot 'em up, Radiant Silvergun features a number of selectable playable characters, all of whom have their own individual combat skills. Pilots on offer include:



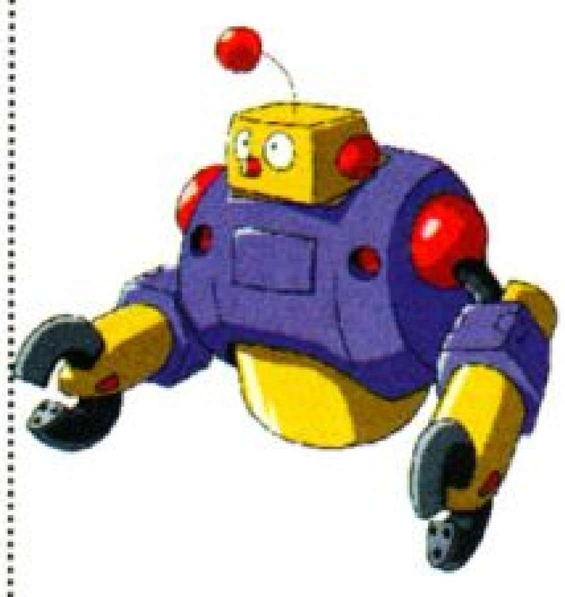
MARIAN LENOWARL

NICKNAME: LEANA
AGE: 17
She rides the red Silvergun. Leana's very naive and innocent and doesn't really understand anything about adult matters. She often acts out of sharp intuition or inspiration and causes disorder wherever she goes.



GUNBINO BASTAVICH

NICKNAME: BUSTER
AGE: 18
He rides the blue Silvergun. Buster's very self confident and the type to fight selfishly based on his own judgment. He's also very proud so he doesn't like to display his emotions in front of other people.



ROBONOID 00104

NICKNAME: CREATOR
AGE: 5
A sophisticated mechanoid that has been created to serve the needs of humans. Employing the latest AI, Creator possesses an emotional capability close to humans. Its hobbies include cleaning and playing chess.



GOU IGARASHI

NICKNAME: CHIEF
AGE: 50
Before the Earth was destroyed, Chief was the head of the Earth Federation military forces. His ability for sound judgment has gained him the confidence of all who serve with him. He is highly respected and a person of high standing.



SON TENGAI

NICKNAME: SKIPPER
AGE: 69
Skipper's the captain of the Federation patrol cruiser Tetora. On the whole, he's clear-headed. However, he's also a bit unfriendly and severely stubborn. Skipper's very mechanically minded and even participated in the development of the Silvergun ships.



GAI IGARASHI

NICKNAME: GAI
AGE: 16
Gai is a typically hot-blooded youth. As soon as an idea comes to him, he'll act on impulse without pausing to consider the consequences. The results of his actions are often dictated by luck. He also thinks he's so cool!


BOMBERMAN WARS

Blimey! Bomberman's back again in another explosive adventure from those pyromaniacs at Hudsonsoft. And after the success of Bomberman: Fight, we're hoping this import title will make as big an impact on Saturn owners as its predecessor. MATT YEO reports.









▲ 'King hell! There's another new Bomberman game on the way and looks set to be a winner!

Many critics have argued that the Bomberman series of games have been milking the same repetitive formula for years. That's certainly true to some extent, but when that formula is just so simplistic and addictive, why change it? Take a look at any shoot 'em up doing the rounds these days - it's basically Space Invaders for gawdsake! Developers can add as many bells and whistles as they like, but that classic core gameplay remains unchanged. However, while every Bomberman game to date has followed the same tried-and-tested pattern, Hudsonsoft is about to try something a little different with its hi-explosive hero.

Bomberman Wars has really been created for those people who aren't actually that good at typical action games. Instead, the game could loosely be described as a kind of 3D Bomberman Fantasy RPG Chess experience. A bit over the top I know, but stick with me and all will become clear. Players select from squads of Bombermen, all of whom have their own individual skill and talents. Their primary mission is to protect their king from attacking opponents and defeat enemy forces with skill and cunning. Battles are turn-based, giving players plenty of time to think out strategies and plan their moves, with all the action taking place on a standard grid system. At its most basic, Bomberman Wars still relies on players dropping well-placed bombs and legging it, but there's now an extra element of strategy just waiting to be exploited.

GAME MODES

There are two basic game modes in Bomberman Wars, both of which allow players to push their TNT-handling abilities to the fullest. In Quest Mode, players take control of the Bomberman King himself and tackle the game's stages one after the other. As you progress, new characters join your ranks adding extra skills and powers to your party. There are a total of 25 stages (five stages for each level) spread over the Bomberman Land, although it is possible to complete your quest by tackling a minimum of 13 levels. The other stages are hidden or special levels,

Bomberman Wars still relies on sneaky players dropping bombs and legging it, but there's now an extra element of strategy

NEW CHARACTERS

There are loads and loads of new characters in Bomberman Wars, with each little bugger having some really cool abilities. Obviously all characters have standard bomb-dropping powers, but these extra talents make the game even more impressive. There are a total of 24 characters in all, although most of these only become accessible upon successful completion of certain levels. Some of the new good characters (Light Force Bombers) include: Bomber Thief, Bomber Fairy, Bomber Ninja, Bomber Cleric, Bomber Monk, Bomber Giant, Bomber Fighter and Bomber Witch. In the evil character (Dark Force Bombers) roster are: Dark Bomber, (the evil leader) and his four elemental henchmen: Aqua Bomber, Fire Bomber, Cyclone Bomber, Earth Bomber. Is that enough?

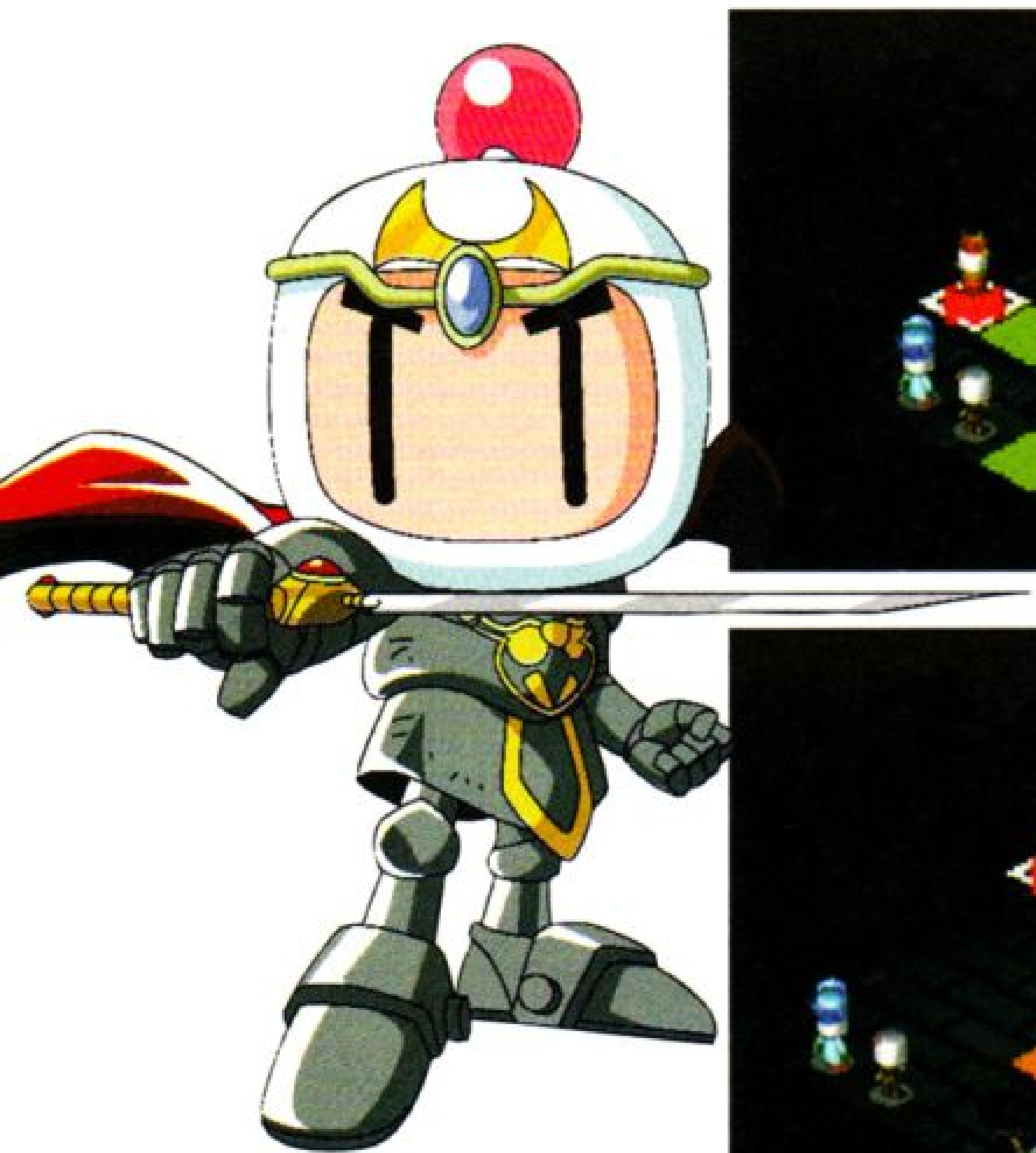








▲ Unlike previous Bomberman games, this latest title offers players a little something extra.















▲ All stages are split up into 9 x 9 grids, forcing players to carefully place bombs.



▲ Frying tonight! Blast your opponents to pieces.





▲ Your team wins if you manage to blow up the enemy's king and defeat his Bombermen.

which are only awarded to the best players out there. The final goal is to defeat the evil Dark Force Bomber and his army of devious Elemental Bombers!

As players progress through each stage, the number of selectable levels and playable characters increases. The game always starts in the Bomber Castle where players prepare for the battle. There are six rooms in the castle and, upon entering them, players have the option to set the game's start position, buy equipment at the item shop, assemble their army and more. Upon completing a stage, you're awarded coins as a bonus which you then use to buy additional items.

FIGHT, FIGHT, FIGHT!

The game's Battle Mode on the other hand, pits players against each other and against the CPU. The computer boast three selectable difficulty levels and each match lasts between one and five rounds. Players initially select from a roster of four Bomberman characters (Fighter, Witch, Cleric, Thief), with an additional eight characters available later on. The computer randomly chooses its characters based on the game's difficulty setting. What's more, there are eight playing fields to fight on and these are unavailable in the Quest Mode.

PICK-UPS APLENTY

Special items appear on the playing field when "Soft Blocks" like trees are destroyed by bombs or characters possessing items are defeated. The item is then left remaining on that square. However, if you're not careful with your bombs, items may be destroyed by large explosions. Available items include:

1. Coins: Use these to buy items from a shop.
2. Speed-Up: The number of squares you can move in a turn increases.
3. Bomb Kick: Pretty self-explanatory really.
4. Egg: Characters collect special craft to ride in and use against opponents.
5. Timer: Reduces the number of bombs on the field by two.







The final goal is to defeat the evil Dark Force Bomber and his army of devious Elemental Bombers! Are you up to the challenge?



▲ By completing the game's basic stages, players are rewarded with extra special levels.



▲ There are loads of selectable characters such as the Bomber Thief and Bomber Witch!



▲ Think of Bomberman Wars as chess, but with high-explosives. Make any sense?



▲ Remember to guard your king wisely or suffer a humiliating defeat.

The basic gameplay remains the same throughout both modes with each player controlling a unit of five Bombermen plus a king. Players take it in turns to move characters and control their actions. The aim of the game is to remove your opponent's king by defeating the other player's characters and then attacking him. Just like chess, it's also possible to have a draw if both kings are defeated at the same time! Each stage is split into a 9 x 9 grid and players move their characters a set number of squares. There are also obstacles on each stage which have to be negotiated in order to reach your targets.



BACK WITH A BANG

As with every Bomberman game to date, this latest outing features a number of handy explosive devices. Characters position bombs anywhere on the playing field, although for this outing all bombs countdown from a five second timer before detonating. It's impossible for players to move or change these devices without using specific items or special commands.

Each round is monitored with a turn counter, which keeps track of who's set to move and drop bombs next. To add a little bit more excitement to the gameplay, developer Hudsonsoft has added another nifty new feature to keep players on their toes. When the turn counter reaches zero, special Pressure Bombs fall from above onto the field. These are essentially the same as the normal bombs used in the game and each turn, two of them drop down. The idea is that players will have to keep their eyes peeled for their own bombs, enemy bombs and CPU activated bombs!

We were pretty impressed with Saturn Bomberman: Fight!, as it kept us occupied for ages, and have high hopes for this latest game. Fans of the series can expect a preview in the next issue of SSM when we get our hands on an import copy and spend the rest of our deadline nuking each other's asses!





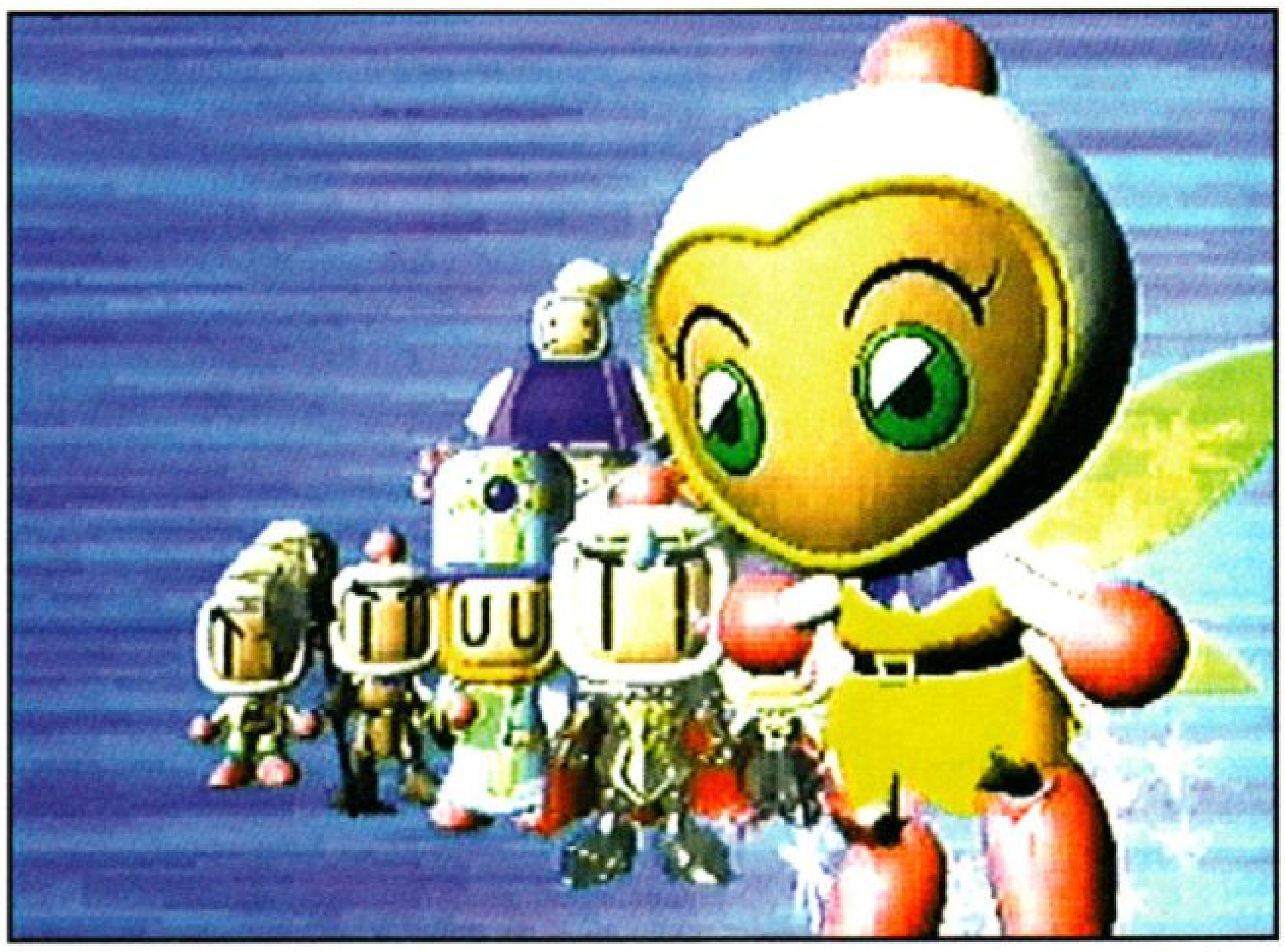
▲ The Quest Mode pits players against tough-as-nails CPU players.











▲ Bomber Fairy? What the hell are Hudsonsoft trying to say about macho Bomberman fans?

PREVIEW

BY	XING / CAPCOM	
RELEASE	OUT NOW	PLAYERS
HARDWARE	PRICE: IMPORT	
N/A	STYLE: VARIOUS	

Another awesome Capcom conversion hits the Saturn... only this time it's a mammoth three games in one, there are no Dragon Punches in sight and the firm haven't even had anything to do with the conversion! Intriguing.

Three Wonders



▲ A bit of platform action. Although graphically "behind", this is still super-playable!



▲ Forgotten Worlds meets R-Type! This game's ace!

It's something of a sad fact that the only non-fighting Capcom release I can think of that has graced the Saturn is the excellent Puzzle Fighter. And even that has a fighting motif to it. I remember the days when Capcom were the masters of all 2D genres - platformers, shooters, you name it. Games like Ghouls 'n' Ghosts, Bionic Commando and 1942 were all the rage and the Street Fighter titles were just a glint in Capcom's eye.



The last game (bar the forgetable 19XX) that Capcom programmed that didn't include Ryu and company was one of their best-loved, yet difficult-to-find releases. Three Wonders was exactly that - three different videogames packaged in one arcade cabinet. Street Fighter was king in the arcades, but Three Wonders offered something different, a choice between a shooter, platformer and puzzle game. Each game was totally separate, but all of them were excellent.

It has been a long time (like try



[Capcom return to days of yore with this rather cool retro coin-op port! It's ace!]



▲ That distinctive Capcom graphical style... Excellent stuff!



▲ Wouldn't it be great if Capcom did games other than 2D fighting games for the Saturn?









Top Five Capcom Titles We Must See

1. Bionic Commando
2. Ghouls 'n' Ghosts
3. Final Fight
4. Strider
5. Street Fighter 1 (er maybe not)





five years), but finally Saturn owners are to be treated to this spectacular arcade showcase... but Capcom have had nothing to do with the conversion! And therein lies the second intriguing aspect of the Saturn Three Wonders story.

The Japanese company, Xing, specialises in picking the greatest old school coin-ops and then releasing them on the Sega machine. SEGA SATURN MAGAZINE is particularly fond of this firm since they produced the excellent-but-never-to-be-released-in-the-UK platform shooter Elevator Action Returns in association with the original coin-op's producers.

Much the same story applies to Three Wonders. Xing have been in negotiations with Capcom to bring various Capcom games of yore to the Saturn and this well-loved title is the first to reach the Sega market! Who knows what other classics the firm have lined up? Hopefully truly coin-op perfect renditions of Bionic Commando, Strider, Ghouls 'n' Ghosts... maybe even Final Fight! We'll just have to wait and see what transpires, but in the meantime, Three Wonders will do us fine!

This is another import-only title alas, but trust us: it's coolio and well worth hunting down!



▲ Capcom's penchant for cool bosses shines through!

GAME ONE: MIDNIGHT WARRIORS

Imagine Ghouls 'n' Ghosts ramped up with ruck loads more sprites and stunning weaponry. There's a very quaint graphics style here that's reflected in the Chariot game. The gameplay is basic, yet highly compelling. Run through the levels, gunning everyone down like a stinking pigs, and then take on some brilliant bosses. Capcom, we miss the days you did awesome games like this!



GAME TWO: CHARIOT

Take to the skies with one of the best side-scrolling shooters ever devised! Capcom had great experience of this kind of game in the form of Carrier Airwing and UN Squadron and it's been carried over wonderfully in this ace game. There's a slight lack of variety in the graphics, but you can't knock the gameplay which remains... hardcore!



GAME THREE: DON'T PULL

Not the instruction Lee's girlfriend gives him before a night out on the town with the EMAP lads, Don't Pull is in actual fact an ace puzzle game. Basically you push blocks about in order to squash meanies in a maze-style environment. This is a great game, packed with brain-taxing action and probably the most lastable game in the package. Yeah!



BY	SEGA	
RELEASE	APRIL (JAPAN)	PLAYERS
HARDWARE	PRICE: IMPORT	
	STYLE: RPG	

I've spent years training my dragon. I can force him to do anything. I've put together a game to showcase my training skills, and if you follow the guide and practise hard, maybe you can dragon force too!



▲ The character art is a lot darker and moodier now.

Dragon Force II







Five rejected Japanese names for Dragon Force 2:
1. Go, Go Dragonemon!
2. Super Dragon Fighter 2
3. Dragon Attack! No!
4. DF2 Troopers: Oratorio Tangram
5. Pocket Dragon Stop! Aaghh!

Dragon Force was ace. After the success of Shining the Holy Ark, Sega started to go hell-for-leather in the RPG department, meaning that undiscovered gems like the original Dragon Force were translated for us UK gamers to enjoy. RPG lovers never had it so good. Now, we've got some good news and some bad news for RPG fans - the good news is that a sequel to Dragon Force is one the way, the bad news is that it's only in Japanese at the moment. Sigh. Still, there's another tiny bit of good news (for us, anyway) - our "Man in Japan" can translate it, so we're able to play Dragon Force 2!

And it comes across really well. It looks as if the game's coders have opted to keep the basics of the original, but have taken time to improve the game's interface and options, making Dragon Force 2 much easier to play. Dragon Force 2 also benefits from a lot more automation of routine tasks than its predecessor. The command system has been improved to make it easier to play, and more user-friendly, with a new 'auto support' option used to decide which actions are automatically carried out by the Saturn - your little helper, if you will.

There are now 18 different types of soldier to bully around, along with new magical powers featuring cool RPG-style names like Gaiya Break, Hyper Storm and Meteor Panic. Scary, eh? The gameplay has been kept pretty similar, although the bucketloads of extra options and features should make Dragon Force 2 a pretty decent update to the original. The graphics have been given a bit of a daytime TV-style makeover too - everything is now a lot darker and more stylish,

[The graphics have been given a Daytime TV-style makeover - everything is much more stylish]









NEW IMPROVED FORMULA!

The main function of a sequel is basically to provide more of the same, only a little bit better. And do you know what? That's exactly what Sega have done with Dragon Force 2. There's a new story (obviously), set 500 years after the events of the first game. The battle section has been upgraded too, with new tactics, magic spells and attack formations, and the player interface has been simplified, with lots more of the less-exciting action now performed automatically by the Saturn.







▲ Uh-huh, I thought as much. There are loads and loads of stats and options in Dragon Force 2. An RPG would be naked without 'em!



with some fantastically moody character art and cut-scenes breaking up the action.

The battle system has been improved as well. The best thing about the first Dragon Force game was the incredible amount of action in the fight scenes, with literally hundreds of warriors, elves, soldiers, fairies and the like running around the screen at once. Dragon Force 2 has the same over-the-top style, but this time it's even better. Each commander can now control two types of soldier to create a more balanced fighting team and, along with the navigation system, the fight scenes are now quicker and a little bit easier to understand too. Generous leaders can even hand out awards and compensation to keep their loyal commanders happy!

These fight sequences are as impressive as ever, with huge crowds of battling armies and some traditionally colourful backgrounds and characters. The rest of the presentation has been spruced up a little bit too - the usual swathe of statistics and figures are in there for all you fact-loving, number-crunching gamers, and with the new 'administration' section, it's much easier to handle the basic-but-essential things like talking to your commanders, researching new weapons, building and preparing castles, equipping fighters with weapons and even brain-washing enemy prisoners to join the good side!

The chances of a UK release? Well, let's be optimistic - the original was allowed out to play here in the UK, paving the way for more high profile RPGs like Panzer Saga and Shining Force III, so there's no real reason why the sequel shouldn't appear... or is there?







▲ There are now even more characters in the battle scenes!







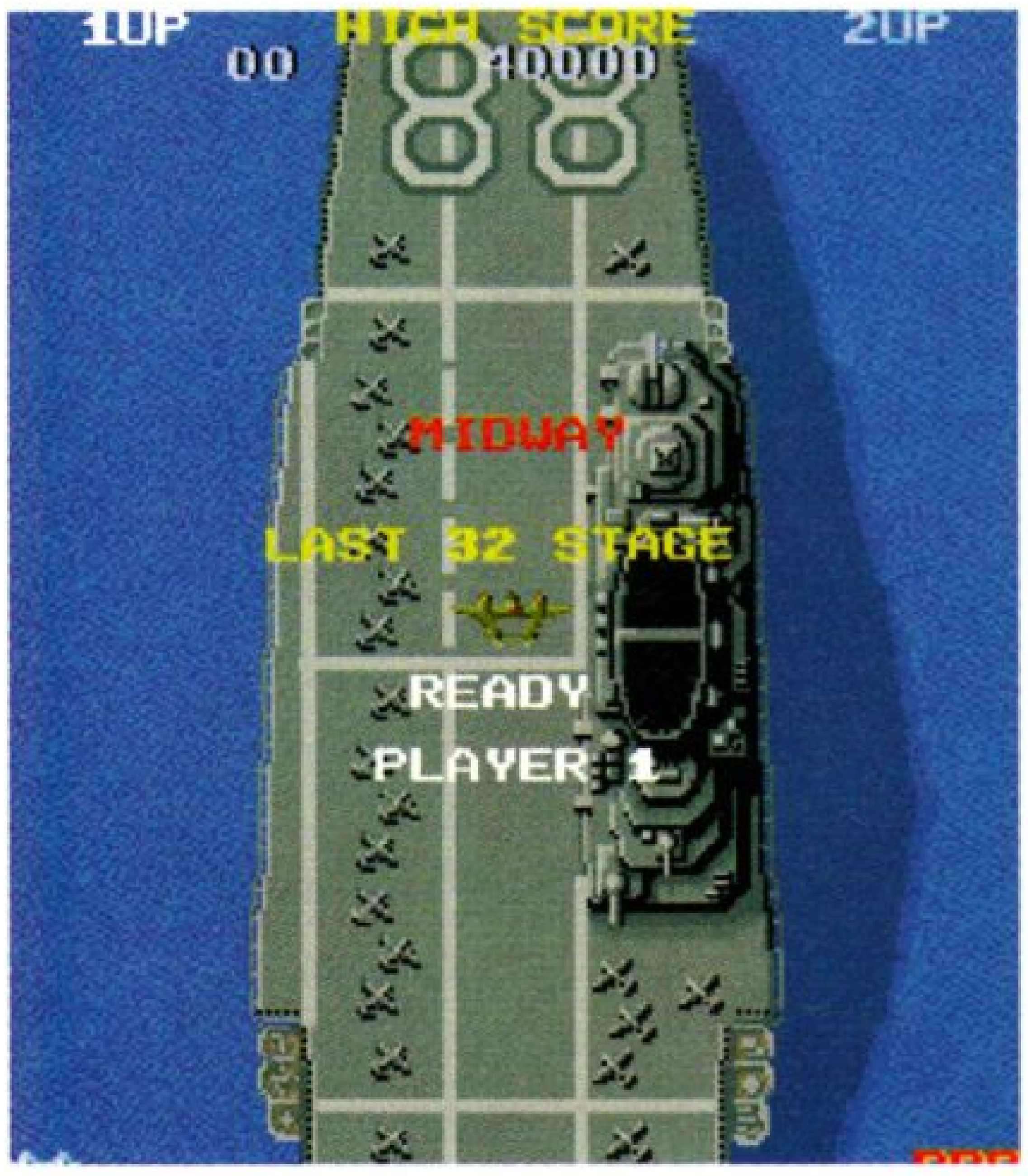
BY	CAPCOM
RELEASE	TBA
PLAYERS	1
HARDWARE	N/A
PRICE	TBA
STYLE	RETRO

Yeah, the Rainbow Islands and Sonic Jam packs are really, really cool, but when it comes to quality coin-ops of yore, the fellas we really want to see converted come from Capcom. Oh look, it's...

Capcom Generation







▲ 1942 and 1943: not bad, but the GnG games highlight!

Remember the days before Street Fighter and Resident Evil? Capcom wowed the world with a stunning, diverse range of coin-ops and home games... and they're coming to the Saturn!

At the recent Tokyo Game Show, Capcom announced the development of an ongoing range of retro packs along the lines of the Williams and Namco arcade classics titles. Each CD will feature pixel- perfect renditions of classic arcade and home games. The first pack's contents were announced at the show and every true Capcom fan should rejoice at the contents - the Capcom Generation packs will rule supreme!

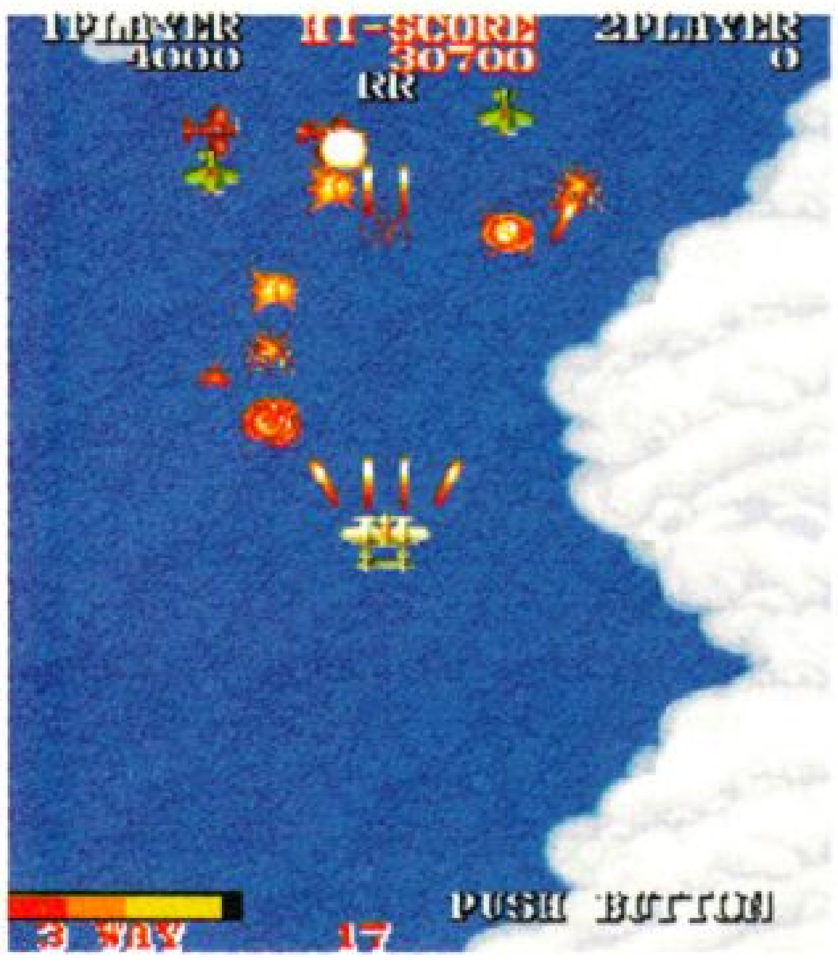
The first pack is a mixture of platform and shooting action. In the blasting department, fans should be well catered for with 1942, 1943 and 1943 Special. The first game from this trio is really basic stuff - there should be one or two shots on the pages here. Basically, it's a super-simple blaster with little real interest. 1943 is a lot more intriguing. Using the same hardware that powered Commando, 1943 is a really cool looking, enjoyable blaster. As for 1943 Special... well, we've never heard of it to be honest (1941 yes, but '43 special?), so that should be something to look forward to.

Much as we're looking forward to this game though, it pales into insignificance compared to the wonders of the other trilogy of games on the pack. We're talking spot-on renditions of Ghosts 'n' Goblins, Ghouls 'n' Ghosts and Super Ghouls 'n' Ghosts!

For the purposes of this feature we assembled all of these games and gave them the once-over (and took pictures) and were hooked all over again. Despite the graphical deficiencies of Ghosts 'n' Goblins, it remains a supremely playable platformer. Ghouls 'n' Ghosts is going to be an awesome title too. So far, there exists no arcade perfect rendition of this classic

[Retro is cool again - it's Capcom Generation Ghouls 'n' Ghosts lives again! Hurrah!]

Five More Retro Pack Suggestions
1. Model 1 Compilation
2. Shining Force Pack
3. Konami Arcade Classics
4. A Proper Doom Compilation
5. Sega Arcade System 16 Pack





▲ 1942 (top left of the page) is really basic and quite dull...



▲ ... But there's plenty of fun to glean from 1943 and '43 Special!



▲ Ghouls 'n' Ghosts from the arcade: one of the greatest coin-ops that Capcom ever created and it's coming to Saturn!





▲ Ghouls 'n' Ghosts will be a highlight of the new pack...

sequel (there isn't even a PC emulator for it either...) and as you can tell from the shots, it's an awesome looking title which graphically more than matches the stunning gameplay. Super Ghouls 'n' Ghosts is the curious addition to the pack in so far as it's the only title that didn't originate in the arcades, being in actual fact a game that originated on the Super Nintendo a few years back. Well, it's only one of the greatest (and hardest) platformers of all-time! It's just brilliant!

As you can tell, this pack has got us rather excited. It shows that Capcom are more than willing to plunder their archives for classic gameplay moments to bring to us Saturn owners. There are rumours of four more packs to follow and you can see some of our suggestions for other titles we think Capcom should include. Bottom line: Capcom are the Saturn's greatest third party supporters and the arrival of these compilations is more than welcome indeed!

We'll have more news sooner than you think...











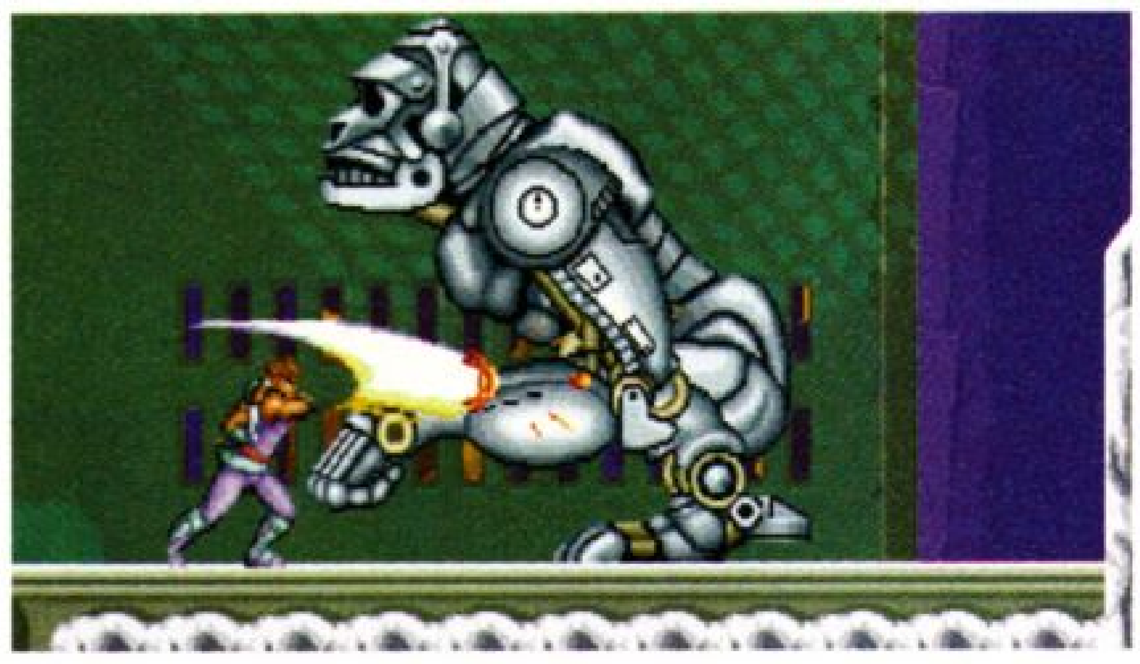
▲ Ghosts 'n' Goblins (left, centre) had simple graphics but ace playability. The SNES Super Ghouls 'n' Ghosts (right): ace!

WHY NOT THE FOLLOWING?

Capcom have a rich history of arcade majesty, and we reckon that just about all of the major coin- ops of their day will eventually end up on the Saturn now that the firm have announced a firm programme of retro conversions. Here are the ones we're really looking forwards to. Please bear in mind that this is no way official confirmation - it's just a cool lookback through the catalogue of awesome Capcom coin-ops. If these babies turn up on the trusty Sega machine, we will be most happy indeed...



1. BLACK TIGER
A platform game from the Golden Age of Capcom. The firm did tons of cool jumpy games - Bionic Commando would be another awesome addition!



2. STRIDER
This game is just crying out for a sequel. The world's most athletic arcade hero takes on an entire communist regime! A mould-breaking platformer. Oh yes.



3. STREET FIGHTER 2
A pack with SF2, Champion Edition and Hyper Fighting would be just what the doctor ordered.



4. FINAL FIGHT
Another no-brainer. But add in clones like Captain Commando and The Punisher and it'd be ace!

BY	SEGA
RELEASE	TBA
PLAYERS	1
HARDWARE	
PRICE	£TBA
STYLE	RPG

A mere three issues have passed and we're already gearing up for the second Shining Force III instalment! Here's where we find out if Camelot's much-vaunted Syncronicty system is really all it's cracked up to be.

SHINING FORCE III: PART 2



▲ Expect more weird and wonderful fantasy settings.







RPG fans have been pestering us stupid for the past few months. In fact a day barely goes by without some cheeky young whipper-snapper phoning up demanding a UK release for Grandia. Now, as much as we love the attention, there's no getting away from the fact that GameArts' epic just isn't going to be unleashed on these shores. Boo-hoo.

However, fantasy fanatics need not give up their adventuring days just yet as Sega still has a little treat up its sleeves. Obviously keen to keep its RPG fan base, Sega are gearing up for a summer release of the Shining Force III trilogy. In Japan, the series is being produced as three separate discs, with the first part having been available since December. In Europe, it looks as if there are plans to make the entire series available as a three disc set, negating the Japanese release delays and delivering the entire epic in one meaty package.

We've already given you a taste of just how impressive Shining Force III really is (see issues 28-29) and now we're proud to give you the first look at the second enthralling episode. What's remarkable about each episode in the series is that the trilogy employs what developer Camelot has referred to as the "Syncronicity System". Essentially a way of tying all three games together, this system allows players to have self-contained adventures with separate characters yet these events occur during the same time period as the other adventures. What this means is that players actually influence the outcome of future games. Defeat a certain character or perform a task in an earlier game and it'll have a profound effect on later incidents. At least that's the idea.

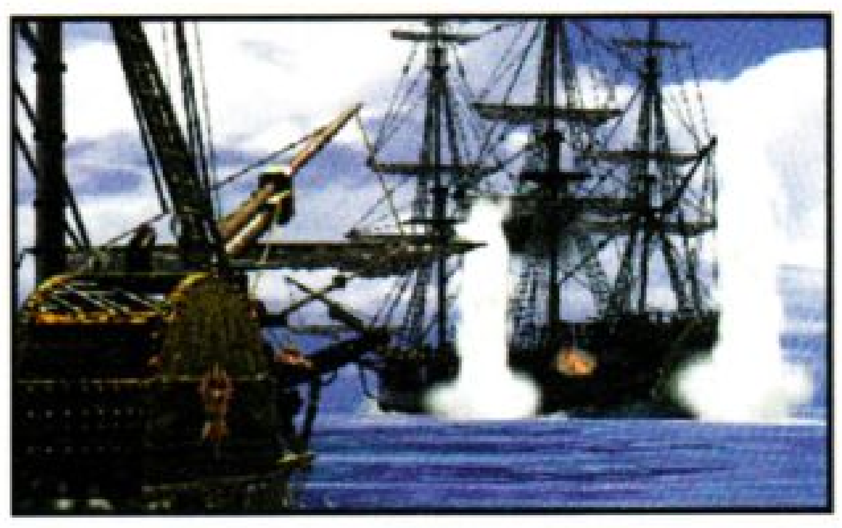
In Shining Force III: Part 2, players take on the role of Medion, a young prince of the Third Empire who discovers the existence of a sinister cult involved in the politics of his country. It appears the cult has



TO BE CONCLUDED...

So with Shining Force III: Part 2 nearly here, what can RPG fans look forward to in the final instalment? Well, according to our Japanese sources, part three will round out the trilogy with the tale of Julian, a minor character in part one who sets off on his own adventure. A talented swordsman, Julian hails from the tiny kingdom of Enrichi and is out to get revenge on his father. In part three he leaves behind the troubles of the Empire and Republic and traces the Bulzam cult to its source. Will he discover who's really behind the machinations and plots that have been building over the series and what will the truth hold for him? Answers will be forthcoming in a future issue of SEGA SATURN MAGAZINE...











Five sequels they never should have made. What were they thinking?

1. Cannonball Run II
2. Jaws 3D
3. Police Academies 3-6
4. Highlander 2
5. Blues Brothers 2000

A CERTAIN POINT OF VIEW

As in Grandia, players are treated to some superbly solid settings in Shining Force III. Even large levels are a wonder to explore, with many buildings and intricate landscapes to walk around. Pressing the L and R shoulder buttons rotates the game's viewpoint through 360 degrees, giving players total freedom to check out their surroundings. What's more, the X, Y and Z buttons activate the game's zoom mode, allowing adventurers to play each stage from the optimum angle. The smoothness and lack of glitches in these levels really gives the Shining Force III series a real edge in the visuals department.











been influencing events in the war between the Empire and the Republic. Concerned for the well-being of his people and the growing power of the cult, Medion sets out in search of the truth. In the spirit of classic RPGs, players soon acquire a group of travelling companions who aid them in their travels. Each supporting character is skilled in his/her own field of expertise, with standard partners having specialised magic or combat abilities. As in part one, battles are stunning rendered affairs with players having access to numerous weapons and spells. The sheer range of magical powers and spells is truly staggering and always delivered in glorious high-res style.

Whereas Shining Force III took place in a sword and sorcery style setting, part two shifts into high gear with players exploring technologically advanced realms that boast cannons, tanks and huge ships. Additionally, Prince Medion has the ability to talk to enemies during battles, although we've yet to discover how this feature will actually affect gameplay. Plenty of cool things to look forward to then and loads of questions to be answered. We'll get our hands on Shining Force III: Part 2 next month so expect full coverage and answers soon!



[Part 2 shifts into high gear as players explore technologically advanced realms]



▲ SFIII: Part 2 follows the adventures of Medion...



▲ ...a young prince who sets out to rid his kingdom of evil.



▲ Medion's actions have a direct affect on later events.

Virtua Writer™

It hasn't been a bad month for letters really, aside from the tedious PlayStation versus Saturn debate which may well see us all to our graves. The hype surrounding Sega's ultra-powerful new console is gathering pace, whilst the sticky import situation proves to be a cause for concern for many of our readers. If you have any comments on any of these issues or just fancy a good old chin-wag, drop us a line at: VIRTUA WRITER, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ, or email us at virtua.writer@ecm.emap.com. A top prize awaits the sender of the most entertaining read!

GRANDIA - THE DOG'S BOLLOCKS

DEAR SSM

As I'm writing this letter I am watching the best RPG ever made on any console. Yes, you've guessed it - Grandia. This game is the dog's bollocks. I've never seen any game run so smooth, the graphics are unbelievable - I've played a lot of RPG's but this is amazing! If you thought Shining the Holy Ark was good, you're in for one hell of a shock. The point I'm trying to make is that this is the king of RPGs, even though it's all in Japanese. I'm glad that you're doing a players guide to help out, so keep up the good work Rich.



Grandia - destined to be import only, I'm afraid.

In the last few issues people have been asking if they should get their Saturn switched with a 60hz switch. My opinion is "yes!" I had my Saturn switched recently and it cost a mere £30. I looked everywhere and then stumbled upon somewhere in Kent which changed my Saturn into an even more awesome machine! Thanks for your time, keep up the good work lads.

Halil Hassan, London

It has to be said that the Grandia guide is proving to be a right pain, but I fully intend to carry it through to its conclusion. You're right about the game though - it's spectacular from start to finish and in a class of its own beyond the earlier Shining games. Having said that though, Shining Force 3 ain't half good you know... RICH

OOOOPS! WRONG ADDRESS

DEAR SSM

Why don't you bring out more games like the PlayStation has? I'm sick to death of walking into a games shop and seeing a couple of shelves with Saturn games on them and then an entire row dedicated to PlayStation and N64 games. It wasn't like this when you released the Megadrive so why don't you sort it out and sue these people who don't give space to your games. Another thing which pisses me off is the way that you don't bother to advertise your either. I think that the Saturn has some of the best games in the world with Duke Nukem 3D, Quake, Sonic R and SWWS '98 but you never advertise them and I don't understand why not. All my mates have got PlayStations and I think I might as well if you continue like this. It's no wonder that you've lost the console war and are about to die.

Mike Ritchie, Warrington

Erm... hang on there Mike. Much as you have a valid point and it might be nice if Sega advertised more frequently, you're pissing up the wrong post by having a go at us. We just write the magazine mate. Maybe you should have addressed your letter to Sega Europe's HQ instead. LEE

SHADES OF THE ATARI JAGUAR?

DEAR SSM

There's something that's really bugging me. In the Sunday World they're going on about the new Sega 64-bit console called Katana that is due for release in Europe at the end of 1998. Please confirm that they're spreading lies. After all, Sega wouldn't release a 64-bit console after the Nintendo 64, would they?

No matter how badly Sega are doing at the moment, they are still the best and will triumph in the end! Keep up the good work!

Wayne Feenly, Ireland

There is some debate on the internet at the moment as to whether Sega's next console uses 64-bit or 128-bit technology. Not that it matters much, as the rumoured specifications are hinting at Model 3 standard power, immaterial of what "bit" it is. What you should bare in mind is that the Atari Jaguar was a 64-bit machine, yet didn't have a fraction of the power of the Nintendo 64. LEE

It irks me a great deal when people judge a machine by what "bit" it is. It's rubbish. After all, a 333MHz Pentium PC with 3Dfx card positively hoses a N64 in terms of power and yet it remains, strictly speaking, a 32-bit machine. The new machine will annihilate the current crop of machines. Oh, yes. RICH

AND THEN THERE WAS ONE...

DEAR SSM

I think that the Saturn is great, but there is something that really annoys me - all the games that these third party developers cancel. Apart from not advertising this is a major factor that has damaged Sega and the Saturn enormously. I find it stupid that a company can say that they are making a game for the Saturn one minute and then the next tell us it is canned. Core are the worst of the lot, I used to respect them highly, but now my (and many other Saturn owners') opinion of them has gone right down.

Sega's only chance now is to show their full commitment to the Saturn and that includes UK releases of Grandia, Albert Odyssey, Silhouette Mirage, Bomberman: Fight!, Dead or Alive and Metal Slug. There is no denying that this would be the ultimate '98 line-up and together with a massive ad campaign (I know it's expensive) but they would definitely reap the benefits. I still believe that it still isn't impossible for the Saturn to do a complete turn around if only Sega tried hard enough.

The only way to get a lot of the great games is to get import copies, so if Sega want to stamp out imports then they should take a chance and release the games that we are begging for and give PlayStation and N64 owners even more to be reasons to be jealous of us. If Sega don't show their full commitment to the Saturn now it could put people off buying their next machine.



Get that NTSC switch and you too can play Dead or Alive!

Alex Charles, Luton

Hey Alex, where's your boyfriend, David Metcalf? LEE

Judging from the well-stated, coherent arguments put forward in this solo missive, it now appears obvious that it's the boy Metcalf who had the arrogance of Prince Naseem and the intellectual dexterity of Benny from Crossroads. A frightening combination that Alex here is best off without. RICH

I CAN'T USE A TELEPHONE...

DEAR SSM

Since you are now the only Saturn mag and especially the official one, I think you have a duty to help us suffering Saturn owners. The Saturn switch Q+A special in issue #29 was helpful but I think we need more information - like find us some nationwide shops what could fit us this upgrade (not all of us want to post our Saturns hundreds of miles away). Plus you could do us readers a favour and list shops what cater for imported games for the Saturn. I can't find one.

The showcases which review import games do nothing for me unless I find a shop or mail order company who sell imports. Or to put it another way - I won't be buying your mag when it will be looking at

imports which won't appear over here because I can't find a specialist shop. I'll just be another sad loser who stands in the newsagents looking at the tips section.

Darren Foster, Sheffield

I think you've achieved "sad loser" status already. LEE

...BUT I CAN!

Dear SSM

Having become increasingly annoyed at Sega Europe's apathy towards the Saturn, I followed your advice in the Saturn switch Q+A special and decided to get my Saturn adjusted to run import as well as domestic games. I rang a number of games shops to no avail, but persisted and eventually discovered a number of reasonable import shops and a couple of decent mail order places too. The operation took only three days to perform at a measly £40 - and the



One of the coolest Saturn games ever. And it's import only.

result? WOW! Full-screen, full-speed Sonic R, Dead or Alive, Metal Slug, X-Men vs Street Fighter and also the excellent Elevator Action. And to think Sega Europe won't release these. What fools!

Anonymous, Cambridge

See, Darren Foster, see? It doesn't take a genius to pick up a phone and make a few enquiries, just a little initiative. D'uhhhhh. LEE

MMMMM.... WOMEN

Dear SSM

I recently ordered issue #15 of SSM from your back issues people and received it promptly with a rather splendid cover-mounted disc. I found the magazine entertaining and informative, though not a patch on its current incarnation. But that's not why I'm writing. No, I'm writing because I picked up on the discussion in the letters page in the aforementioned issue, regarding fancying videogame characters. Sad, very sad. There are loads of attractive women out there who you could try your luck with, instead of worshipping some fictitious figment of a perverted programmer's imagination.

Adam Fowler, Doncaster

This may be true Adam, but you're clearly not having much look with any of these women, or you wouldn't have had time to write such a pedantic letter. LEE

LARA WHO?

Dear SSM

Having lived in Holland for the last ten years where computer games aren't that popular (in comparison with the UK anyway), I recently returned to England to be overwhelmed by the massive videogame frenzy. It took me a good while to get up to speed with the differences between the PlayStation, Saturn and N64, but eventually decided to purchase Sega's machine. The reasons for this move was the large amount of quality arcade conversions (Virtual On and Virtua Fighter 2 are surely two of the greatest games ever created!) and decent third-party software. Naturally I began buying your fine magazine on a semi-regular basis (it's not easy top get hold of you know) along with Computers & Video Games, rounding off my knowledge on the whole subject. But one thing still manages to elude me - who the hell is Lara Croft?

Confused, Tyne-and-Wear

Lara Croft - star of two videogames, magazine covers, innumerable posters and many a wet dream. Probably. LEE



THE FUTURE'S BRIGHT!

Dear SSM

After reading your article on the launch of the new Sega system next year I found myself dreaming of what could be the most important launch of a home computer since that bloke invented the microchip. Imagine for a moment if you will the greatest game designers on the planet teaming up with the greatest PC software developers in the galaxy! A console which has unrivalled power, network and processing power from PowerVR and Microsoft. Well, I don't have to tell you that before long I was in a state of seventh heaven at the prospect of the launch of this console in '98.

This state of bliss lasted about five minutes before I crashed down to earth again. You see, I remember buying my Saturn then seeing it lose £100 of its value and then £50 here and £50 there, then not being able to spend my hard earned cash on great games because third party support is so poor. Finally, seeing great games coming out just too late to save the console.

So I read on, when it was revealed that Sega are going to wait until it was 100% ready to launch and my heart lifted and I smiled to myself. They've learned from their mistakes I thought or at least I hope they have, otherwise this new console will go the way of the Saturn before it.

But just imagine for a few seconds if they really have learned from their mistakes of the past and on the day of the new console's launch you wonder off to your local games shop and there it is, a reasonably priced games console. But not with four or five games at launch but let's say fifteen or twenty Model 3 games, each of them perfectly recreated just for us. And what about those games - Virtua Fighter 3, Sega Rally 2, Daytona 2, Virtual On 2, Sonic the Hedgehog and

BRIEFLY...

Dear SSM

I'm sure most of your readers will agree with me when I say "why the hell don't Sega advertise!". In Sega Rally, Fighters MegaMix, Virtua Cop 2, Quake, Duke Nukem 3D and Panzer Saga, Sega has some of the finest games known to man. But if I didn't read about them in your fantastic magazine, I wouldn't even know they existed!

Kevin Stone, Middlesbrough

For the umpteenth time, Sega simply haven't got the resources to fund the sort of advertising campaign we'd all like to see. What cash they have is most likely being saved for the launch of their new console next year. LEE

So in the meantime you'd better keep on reading about them in our fantastic magazine. And recommend us to your friends too! RICH

Dear SSM

Recently we have noticed that Sony and Nintendo are having a handbag fight over which is the better console. But Sega aren't and we all know why, don't we? It's because the best don't need to fight to show that they are the winners, with some top quality games both new and old.

The Geezers, Birmingham

That's one way of looking at it. LEE

Hmmm, so by that token Evander Holyfield didn't have to fight Tyson. Twice. Yes, I can see that. RICH

Dear SSM

I have to tell you that FIFA '98, although it only got 58%, is much better than FIFA '97 which got 69%. How come?

Who cares? They're both rubbish. LEE

Yeah, it's like saying that Salmonella is better than Botulism. RICH

Dear SSM

I'm craving for a copy of Sonic R, Duke Nukem 3D and Quake, but haven't got any cash. What do you think about selling Street Fighter: The Movie and Gex for £35? Do you think that's a reasonable price?

Andy Carver, Newham

Hey Andy, there's one born every minute. If you think you can off-load that crap for £35, good luck to you mate. LEE

Dear SSM

In your excellent Sega Rally 2 feature, you mention that it looks unlikely that the new machine will get a conversion of Scud Race. Why is that?

Haribo, Hampshire

Basically because Sega want to market their new machine with cutting edge software, not conversions of two-year old arcade games. The more recent Sega Rally 2 and Daytona 2 however, are looking increasingly likely. LEE

so on... the mind boggles.
Then there's the third party support, maybe Core could do a Tomb Raider-style game or maybe Capcom do Resident Evil 3... the prospects are staggering! So although I shall miss the Saturn, I can't help thinking about what could be in just 12 months' times - namely "gaming heaven".

Ian Hall, Birmingham



Sega Rally 2 on the new Sega console? We think so.

Yep. Sega aren't in any hurry to rush-release their next console, instead taking their time to develop a quality pool of 10-15 first and third party titles in time for the launch next year. The titles you've mentioned aren't unlikely and coupled with a reasonable hardware price point and effective marketing campaign (how does a $100 million budget sound?), Sega could well return to their former glory. Which after all, is what we all want, don't we? LEE

PHONE PEST WRITES...

Dear SSM

Hello, me again. First of all, Time Crisis and the gun (the best light gun available for any system and don't try to disagree with me) is not a rip off. Next, "mint" means a very good thing. You went on in issue #25 about games like Sonic R (what an effort), this Mario wannabe sucks! Final Fantasy is the greatest game ever and craps all over Saturn games and don't try to say I'm wrong. You also say that the PlayStation has more crap games than the Saturn. I know the PlayStation has a few crap games but so does the Sega Saturn.

Omran Shroufi, Durham

I've got a sneaky suspicion that you're the same sad fool who persists on ringing us up and reading off the same Sega-related questions you asked several hours beforehand. If that's the case - STOP! Not only have you become the source of much office humour (I can perform a startling accurate impression on request), but your tedious questions are driving us to distraction. That said, if I've somehow got you confused with someone else, let this serve as a warning to you. LEE
Actually "mint" is synonymous with "pristine", meaning in perfect condition. Or it is a form of confectionery. Or a place where money is made. I read the dictionary definition, you see, as opposed to copying my mates in an attempt to look "hard". RICH

DOES NOT COMPUTE

Dear SSM

My name is Atlantis (but I have to use a friend's email address at the moment) and I am an advanced and indestructible robot that leads an underground syndicate. I'd just like to say that I love SEGA SATURN MAGAZINE and me and my other four robotic buddies are going to take over the world in a matter of years. Thanks for reading.

X5STPARL75000, via email

Perhaps you should leave the house and get some fresh air. LEE

BEHIND THE SCENES OF SSM?

Dear SSM

Here are some suggestions for you as Saturn games get fewer and fewer you will need stuff to fill your pages. From the number of people who want to work on a magazine, this is an original idea and would be VERY popular I think. What about a showcase on how you make SSM, from how you take screenshots, to how you get games, to how you decide who reviews what and how long you play games for. I for one would be VERY interested in that.

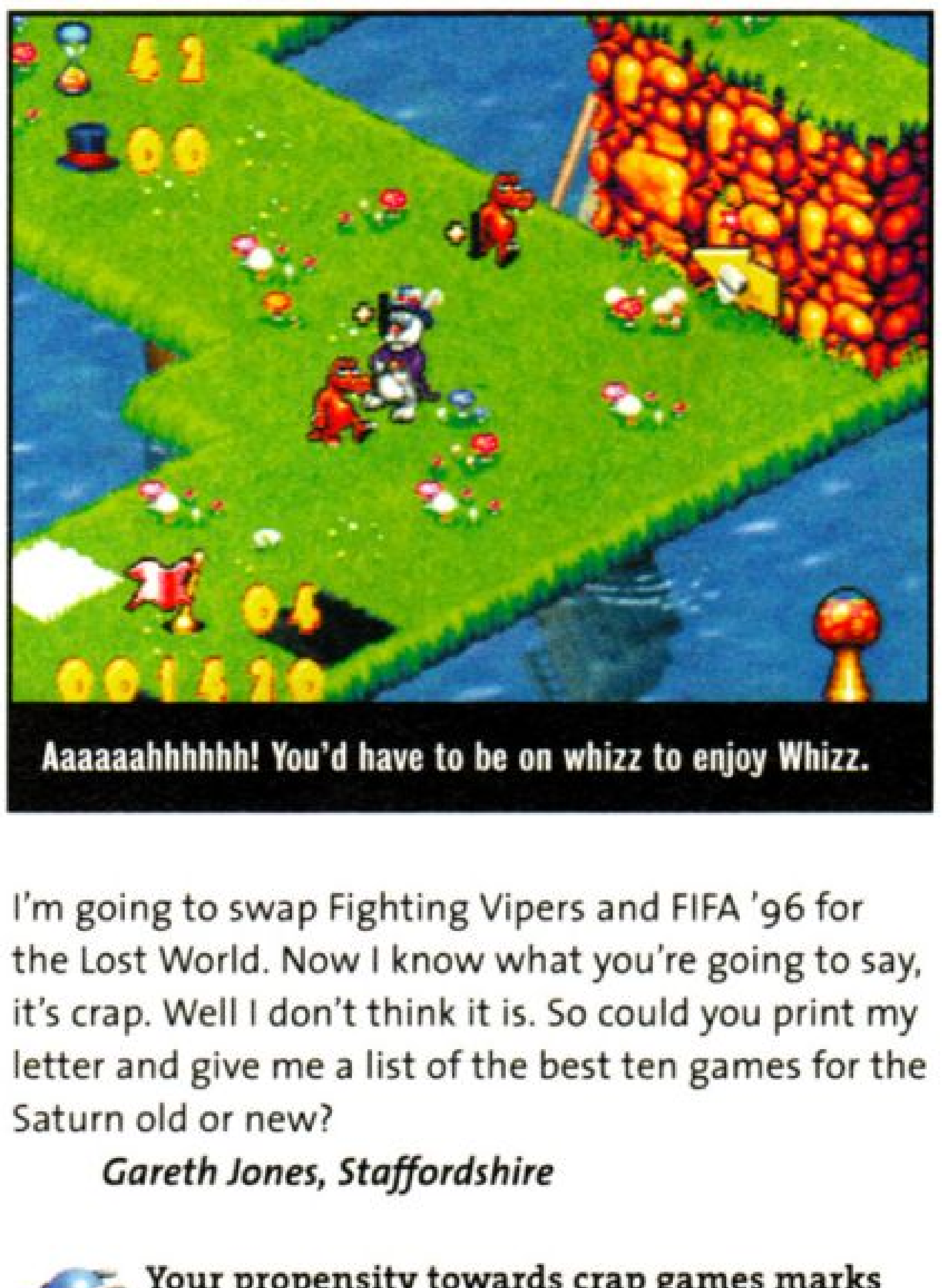
Elijah Parker, New Zealand

Er... you mean like the one Saturn Power did? I don't think so. LEE

SORTED FOR WHIZZ

Dear SSM

I got my Saturn for Christmas with Sonic 3D, Alien Trilogy, Whizz, Clockwork Knight and other games and I wonder if you could tell me about Magic Carpet. Also, I've just received Rayman - it's brilliant!



Aaaaaahhhhhh! You'd have to be on whizz to enjoy Whizz.

I'm going to swap Fighting Vipers and FIFA '96 for the Lost World. Now I know what you're going to say, it's crap. Well I don't think it is. So could you print my letter and give me a list of the best ten games for the Saturn old or new?

Gareth Jones, Staffordshire

Your propensity towards crap games marks you out as a borderline basket case. LEE

KINKY ALIEN SEX!

Dear SSM

A mere six weeks ago, I would have envisaged SSM for Saturn as some kind of kinky alien sex practise, however, since last Christmas my wife and I have been enlightened!
We don't really fall into the age bracket of most of your readers and consequently prefer more sedate games, however we have found your reviews to be extremely honest, entertaining and fair. This is why I'm sure you are the best possible people to ask for help regarding our future games purchase.
Having played a game called 'D', at Christmas, we are now the proud owners of a Sega Saturn machine... and a £480 credit card bill! The trouble is, most of the games we have purchased seem to be well... a bit too fast for us and I was wondering if you knew of any other games similar to 'D'. We've played a game called Torico which we enjoyed, but totally agree with your reviewer in that it was rather unbalanced. We're also mid-way through Mist but totally stuck at the closed circuit TV monitor. So any advice whatsoever you could give us regarding what other similar games we could buy and how to get any further with wretched Mist will be deeply appreciated. Thanks from two old new subscribers.

Malcolm and Olwyn Whittle, Bath

We're not entirely keen on these FMV adventures, as they tend to be very linear and run at a mind-numbingly sedate pace. But if you liked 'D', you'll almost certainly warm to Enemy Zero, which is probably the finest example of the interactive movie genre. However, the action/adventure titles - Resident Evil and Tomb Raider, are far superior to all

GAME WINNER



ALIVE AND KICKING!

Dear SSM

I am sick and tired of people saying the Saturn is dead. The games to be released in the coming months sound excellent, I can't wait to get my hands on House of the Dead and X-Men vs Street Fighter, not to mention games like Panzer Dragoon Saga and Burning Rangers. If you look at what the PlayStation and Nintendo are releasing we Saturn owners are not missing out at all. The PlayStation maybe the console that everyone wants to be associated with but, let's face it, if I was faced with the choice of playing Dead or Alive or Soul Blade I know which one I'd choose. The Saturn may hold a smaller part of the console market but it is most certainly not dead. Sega have only themselves to blame for poor sales, with no marketing, next to no advertising and a slightly dodgy history of flops (the 32X and Mega CD for example). Let's hope Sega will fully support the new console. The Saturn has a strong back catalogue of games that can be bought cheaply, and will keep me busy for a long while yet.

David Sharpe, via email

And with that David hits the nail right on the head. New Saturn software may be on the decline, but there's a massive back catalogue of quality software available at ridiculously discounted prices. Just a few weeks ago, I managed to pick up a Japanese copy of the original Daytona USA for a paltry ú10, along with the awesome Street Fighter Alpha 2 for a measly £20. And if I didn't already have them in my vast collection, I would have certainly picked up Tomb Raider and Virtual On at an affordable ú15 each. LEE

the titles you mention and far more worthy of purchase. LEE

You can play Panzer Dragoon Saga pretty much at your own pace as well. Now that truly is an awesome game. RICH

LOST WORLD FOUND!

DEAR SSM

I have been longing to have a go on the ace Lost World coin-op and have been searching around the Leeds area and had no luck until I went to Briddlington one Sunday. I rushed into the arcade and pushed ,my quid into the machine and it started. I noticed that when I was on the select screens it would not let me select what I wanted. At first I thought nothing of it until I went onto the game itself and you know what - the bloody thing wouldn't work!

So I went to get a technician and he came with me to the machine and when we got there I was gobsmacked to see that a young lad had just had a game! The technician thought I was mad, so I decided to prove to him that the machine didn't work with me - and guess what, it didn't! The technician



Lost World coin-op, coming to a Katana near you. Possibly.

was so shocked that he looked at me in a funny way and gave me my money back. I decided not to put another quid in because for all I know it might blow up! Is it fate or is there a jinx between me and the machine? Spooky or what?

Tom Walker, West Yorkshire

Spooky, maybe. Interesting, no. LEE

SATURN VS PLAYSTATION

DEAR SSM

The Saturn vs PlayStation. This has been going on for a long time. But why? Both machines have great games like VF2, Sega Rally and Tekken 2 and Rage Racer. Both systems have got the best developing teams creating top-notch games. Both can produce great graphics. The list is endless. But just because the Saturn is so damn hard to program, software publishers cannot get off their fat ass and learn. No, they decide that it would be much more fun to make games for the PlayStation, and then come up with petty excuses like "the Saturn could not cope with the game due to hardware problems". Does that sound familiar, Core? Well that just translates into complete bollocks. Well the fact that TR2 is not coming out on the Saturn doesn't bother me one bit 'cos I've played it on the PC and it's shit. Anyway, because of these "hardware problems", the Saturn has missed out on many great games. And this isn't fair. If Sega and Lobotomy can work around these so called "technical difficulties" then so should everyone else. The PlayStation has literally dominated the world with its adverts, games and Sony even named their bloody skate park after it! Well soon it will all change. Oh yes, at E3, when Sega FINALLY reveal their new machine, people will start saving up for it, not buying any more PlayStation games and Sony will be gutted. Well that's my opinion and if you don't like it then you know where you can shove it.

Sami Hamlaoui, via email

It's all down to money. Unfortunately there aren't as many Saturns in circulation as PlayStations, meaning that the third parties aren't really interested any more. It's also a sad fact that the Saturn is harder to program than the PlayStation. But the new machine will sort out all the major problems - it'll be like coding for a turbo-powered PC capable of Model 3+ performance. As long as Sega sort out the marketing it can't fail to be a smash hit with bollock loads of third party support. Well that's my opinion and if you don't like it, you know where you can shove it. Just make sure you have that industrial strength lubricant handy when you do so. RICH

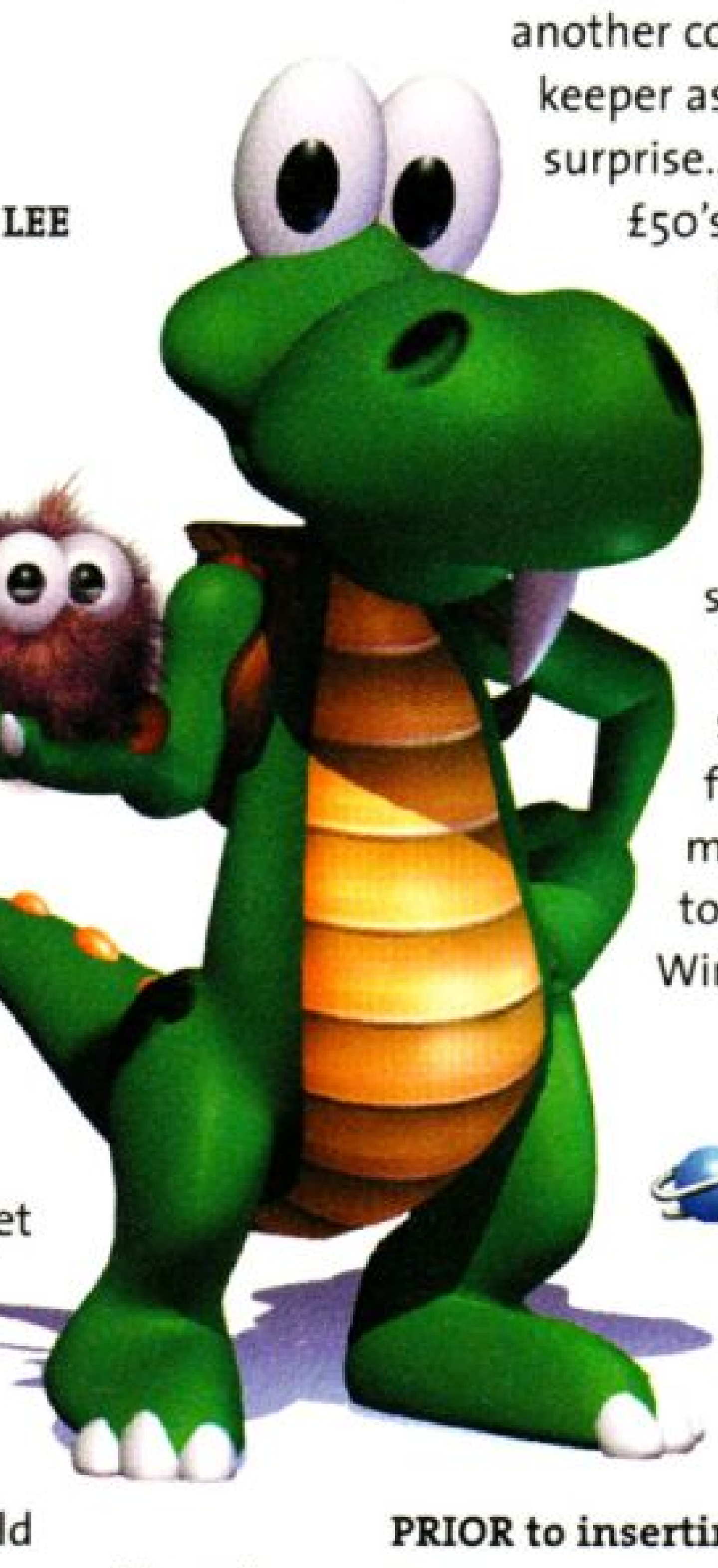
CROC OF CRAP

DEAR SSM

I have owned a Saturn since Christmas 1996 and have been purchasing your mag ever since. I feel I need to get this off my chest and you seem to be the only people who will listen. Last Christmas I received a present in the form of Croc. Having inserted the disc into my machine Croc had no head! I decided to carry on playing the game as I thought the head might appear, alas it didn't. I took this present back to the shop and received another copy. Again this version of Croc had no head so I went back into town (with bus fare now totalling £3.50). I received yet another copy of the game which the shop keeper assured me would work and surprise, surprise... Croc had no head. I then accepted £50's worth of vouchers and the shop paid me the bus fair.

After this little saga I decided to get Croc from another store. Now you may be getting slightly bored and think I'm being repetitive when I say that Croc had no head on my latest version. When I took it back, the shop manager said it must be a faulty batch so I decided to get my money back... [and several trips into town later - LEE] bought the incredible Winter Heat instead.

Matthew Barrett, Peterborough



Right. Bet you didn't read the slip of card inside the box, did you? Basically, a bug made it into the final version of the game (don't they have testers?), which means that the Saturn must be booted up PRIOR to inserting the game disc if you want to play the game properly. D'oh! LEE

FORUM ROUND-UP

At the end of last year, EMAP Images launched its very own web site, the imaginatively titled Game-Online (www.game-online.com). Therein a forum section is contained, allowing users (and occasionally skiving SSM staff) to post messages on a diverse range of topics. Here's what's been going on this month:

Since you've been devoting the back page to various game babes, it's added a new dimension to the mag... I think SSM must be the only magazine where I actually look forward to the reading the last page (discounting certain others, where I'm glad that I can get to the end and so put them back on the shop shelf). But I digress - just in case your running out of subject matter, how about featuring Ellen Reggiani (star of Decathlete and Winter Heat) in a future issue?

David Marshman

I've just heard that Sega have decided that 'Katana' is the name for the new console [Well it isn't - RICH] and that it seems to have been accepted more readily than 'Black Belt' or 'Dural'. Big Mistake. Katana means sword or something in Japanese, it's like calling the British console the Sega Knife. Sega needs something which will be accepted worldwide. Here's my idea - Sega Universal. Cool, eh? [No - RICH]

Khaliq Sheikh

The new machine will undoubtedly be called the "Omnipotent Nega Scope" for the simple reason that it sounds like the sort of machine one would be proud to own.

Andy D

I just thought. How about releasing a CD with the magazine on it? Now that would be good. Instead of buying a magazine you just by the CD. Of course it may cost more than a magazine, but it's not as if SSM isn't worth it. Instead of screen shots you would have FMV. Just imagine! [But could you read it on the bog? No - RICH]

Adam Pricter

I would really like to see a Sonic game on the Saturn before Sonic Team develops a ground breaking 3D Sonic platformer on the new console's hardware. I'd like a massive Sonic platformer that would be a brilliant finale to the Saturn.

Philip Harrison

Q&A

Don't be an idiot. Think before you write. I must throw away a good 90% of the Q+As I'm sent every month? Why? Rampant stupidity. Some of it even infests the letters I've printed this month. Come on, snap out of it. Idiocy is not big and by definition it's certainly not clever. So think before penning your queries. Then send 'em to I HAVE THOUGHT CAREFULLY ABOUT THIS Q+A, SEGA SATURN MAGAZINE, 37-39 Millharbour, London E14 9TZ. Or email the sons of bitches to ssm.qa@ecm.emap.com. Intelligent people only need apply.

MISSIVE FROM A RUDE BOY

Oi, SSM!

I won't apologise for my rudeness. This is the fourth sodding letter I've sent. So please please print this one or I will shoot you all.

1. What's the deal with Silhouette Mirage and Dead or Alive. Are they or aren't they? Being released, that is.
2. Will Pandemonium 2 ever be Saturn bound? Ever?
3. Can you confirm that Street Fighter 3 and Vampire Savior will come to the Saturn?
4. Where are Marvel Super Heroes and Street Fighter Collection? I can't find them anywhere.
5. I think Mortal Kombat 4 should come out on the new Sega console as it is actually very good.

Thank you. Good night.

Darren Nicholls, Redhill.

1. They're destined to remain import only, alas. 2. No and no. 3. Vampire Savior's a cert (full coverage next issue) but SF3 remains only a possibility... 4. MSH is out now and the Street Fighter Collection should also be available as you read this. 5. No it isn't. You'll be saying that WarGods is good next.

PREVIOUS LITERATURE OF SSM

Dear Sirs,

After reading your very good mag, I noticed that your pictures of Sega Rally had a Lancia Stratos negotiating the desert stage. As I have only owned my Saturn for two months, I have not had the chance to read any of your earlier literature. The reasons have possibly escaped me. So how?

Andy, Somewhere

Press X, Y, Z, Z, Y, X on the Mode Select screen to activate the Stratos then keep pressing left or right on the car select to bring up the Stratos in its manual or automatic variations. By the way, it's well worth checking out some of SSM's earlier literature. 'My Family and Other Animals' by Lee Nutter is a modern classic I'll have you know.

WHY? OH, WHY?

Dear SSM

I hope these questions are interesting enough.
[Just about - RICH]

1. Why are Sega reluctant to release quality import games. ThunderForce V, Metal Slug and Dead or Alive spring to mind.
2. How about an interview with Sega? You haven't done one for ages. Maybe you could raise question one.
3. When you feature an import game why not include a slip so readers can vote if they want it released in the UK?
4. Don't you think Sega should tell readers their plans for the rest of 1998, because most people are treating the Saturn as though it's dead.

Paul Garforth, Barnsley

1. They weren't keen on ThunderForce V, Metal Slug was difficult due to the 1MB cart requirement and Dead or Alive is still in negotiation, but don't get your hopes up. 2. You'd only get the corporate line. You get that, and lots, lots more, by reading what we write. 3. Sega know what the good imports are though... 4. I can tell you what Sega's plans are: release good quality games.

IMPORT CONUNDRA

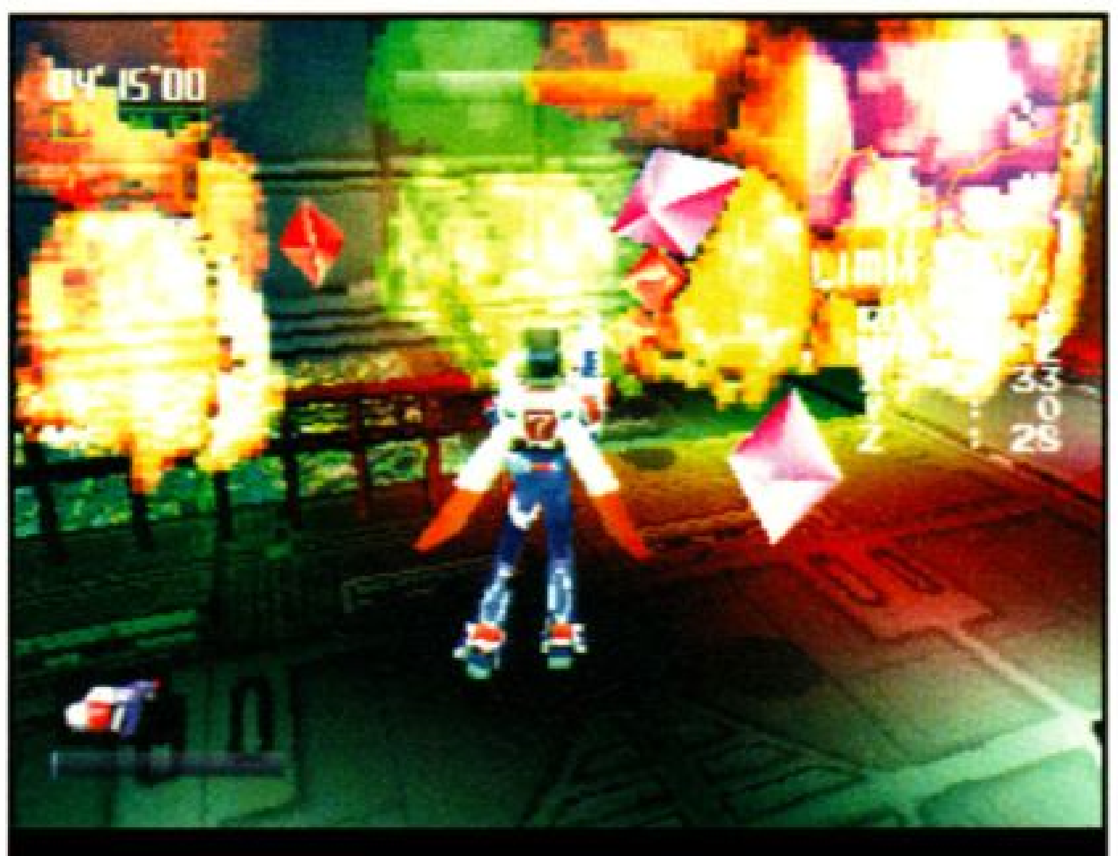
Dear SSM

Can you please give me some answers as Sega Europe can't?

1. Do the import versions of Burning Rangers, Grandia, Panzer Dragoon Saga, House of the Dead and Dead or Alive feature any English text or speech? Should I get the UK versions?
2. When will you have another demo CD?
3. Are you now saying that Grandia won't reach the UK?
4. In last month's issue you said Die Hard Arcade 2 and Sonic Fighters are at the Tokyo Show. Is DHA2 Model 3 or ST-V?
5. Is it the same ST-V Sonic Fighters?

Adrian Batour, Herts

1. Of all these games you should get the official versions bar Dead or Alive which remains a Japan only product. There is Jap text in that, but it's not a problem. Burning Rangers and HotD are playable despite the text and speech but you should support the official products. You'd have big problems with Panzer (buy UK) and massive efforts with Grandia. But since that isn't coming out, we're helping you out with our guides. 2. When we have a good one ready. 3. Aha. 4. It wasn't there after all. 5. What on earth do you mean? Still, Sonic Fighters has since been canned any way.



Burning Rangers: Expect English speech in the PAL game.

STATING THE OBVIOUS

Dear SSM,

I writ [! - RICH] those lovely interesting questions in issue #27 and I'm back with some more.

1. I know Grandia is not going to come out here, but what about in the USA 'cos then I can get the US import and still understand the text.
2. Instead of putting that rather sad "Introducing" section at the back of the mag, why not take that out and put an editorial (like the one from the old Sega Magazine) near the front of the mag.
3. I though Sonic Fighter wasn't coming out but now it is. Why didn"t you say eairler?
4. I've heard there is such a thing as a "Language switch" that you can have fitted. Is there such a thing or as my friend just churned out another lie?
5. Last question now. As Scud Race looks unlikely for the next machine, Sega have just lost them selfs a lot of punters 'cos this was the game that can convert Sony and Nintendo lovers (I've seen it with my own two eyes!)

I know its a nice surprise to get a good Q+A for once so I will write again.

Simon Stallwood,Canvey Island

Your questions are okay (bar the last one), but your English is terrible. Still, to business! 1. If it was being translated it would come out both here and in the US but at the moment it isn't, full stop. 2. Where are your eyes? "Introducing"'s a thing of the past. Now we have the eye-popping "... And Finally". Editorial? Sorted. 3. Because it isn't. We were right after all. 4. It's better described as a Country switch. It merely allows you to load your Japanese and US games. It doesn't actually change any text as such. 5. Read your "question" again and perhaps you'll realise it's really a statement.

FAQ

There are questions. Good ones and bad ones. And then there are the frequently asked ones. The good and the bad are elsewhere - these suckas are the most popular of the calender month.

1. Is Sega Rally 2 coming to the Saturn?

This cropped up as a rumour on the Internet, but get real guys, it ain't gonna happen. SR2's being coded up for the new machine.

2. Is Resident Evil 2 going to appear on Saturn?

It's on Capcom of Japan's release schedule but there's no firm date or further details. We'll keep you posted.

3. Any question at all regarding the new machine...

The News Section is where you'll find all details we've managed to unearth regarding the new Sega system. Don't expect an official announcement for a few months yet, but rest assured that the information we've uncovered is pretty much bang on. We have our sources, you know.


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MAY ISSUE ON SALE NOW

"I love the smell of napalm in the morning"

War. What is it good for? Well, how about hours of intense gaming and strategic decision making! This issue the Bitmap Brothers bring their PC classic to the Saturn. LEE NUTTER reports from the frontline.



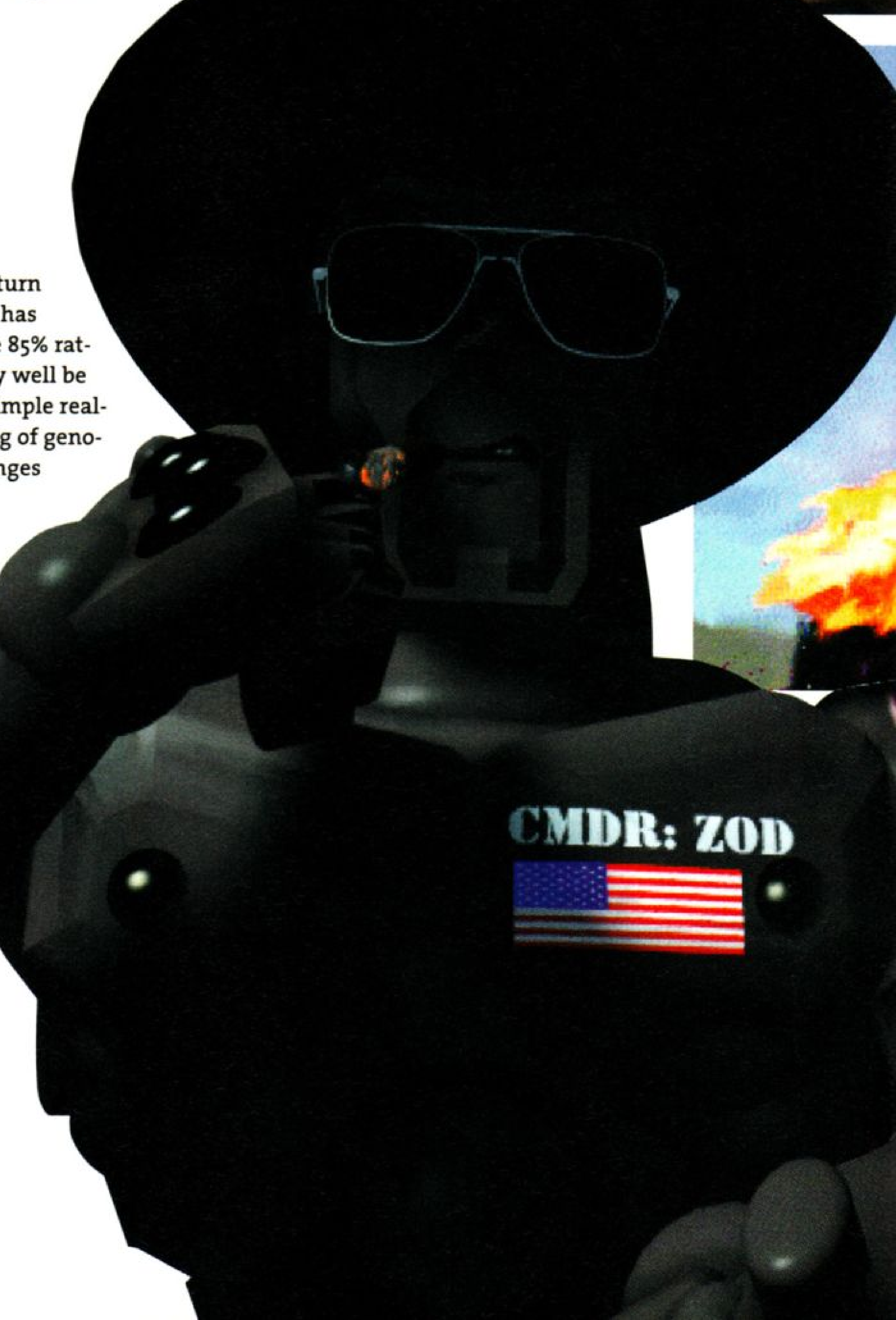


The graphics are a bit basic, but the gameplay is totally engrossing. Believe us!

It's very rare that such a technically inept videogame grabs our attention, but the Saturn rendition of the classic Bitmap Brothers' Z has done just that. Awarded a very respectable 85% rating in this issue of SEGA SATURN MAGAZINE, you may well be wondering what all the fuss is about. Well, it's quite simple really. Mixing elements of strategy with a large smattering of genocidal action, Z offers one of the most absorbing challenges we've ever experienced on the Saturn. Heck, I've just spent the best part of week battling through each of the vast and expansive levels, much to the annoyance of the SSM overlords. It's that good. Of course, it's tempting to dismiss Z as just another Command & Conquer clone. But while there are certain similarities between the two, Z is suitably different from the Westwood Studios' game to warrant serious consideration.





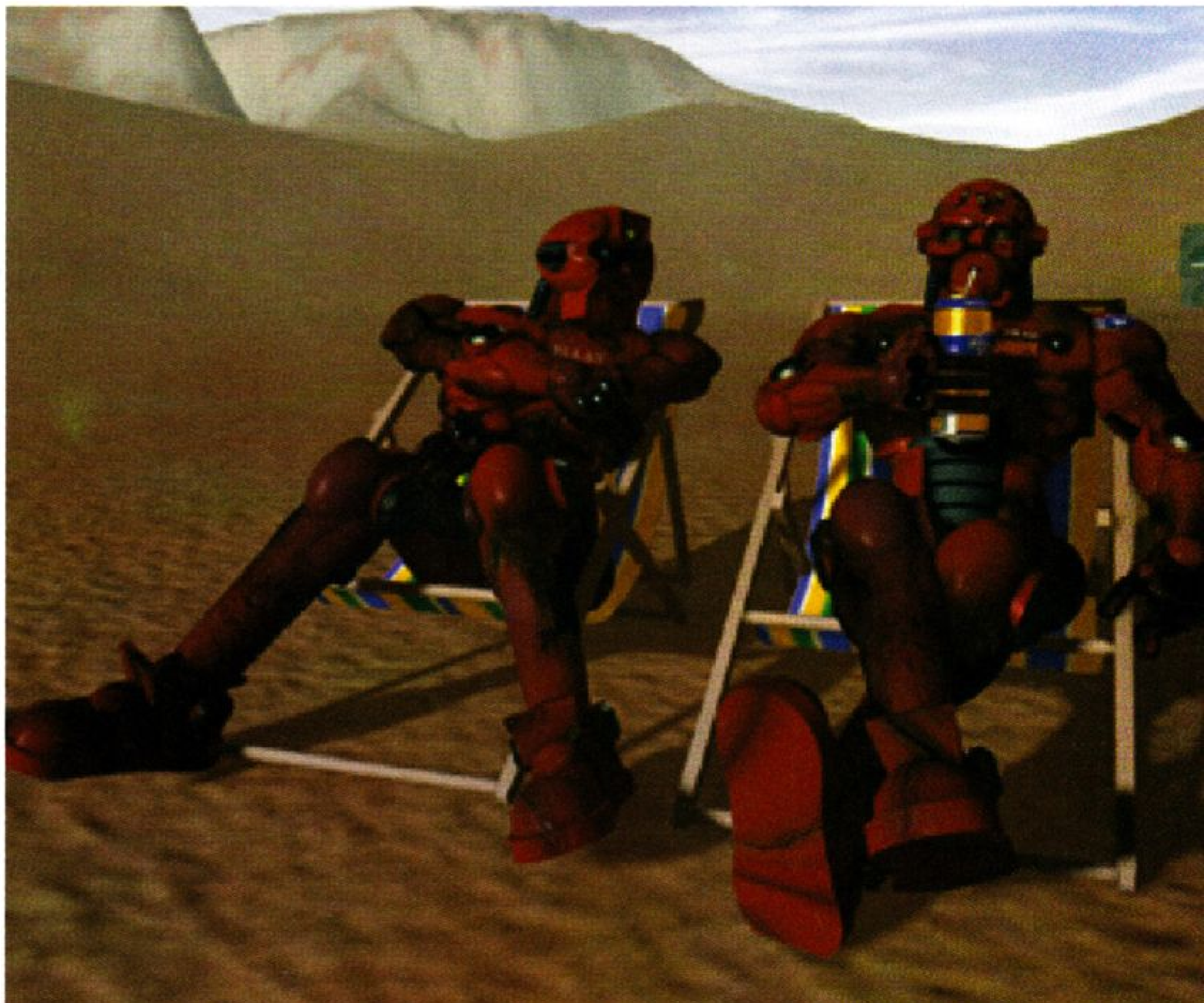





CMDR: ZOD

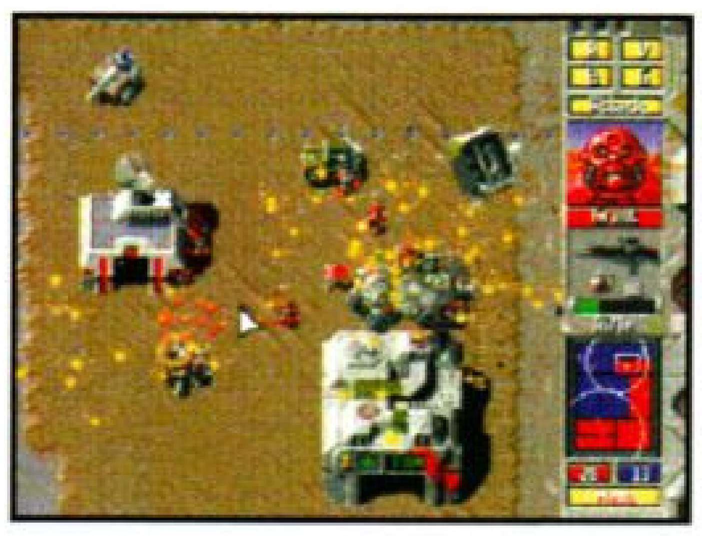






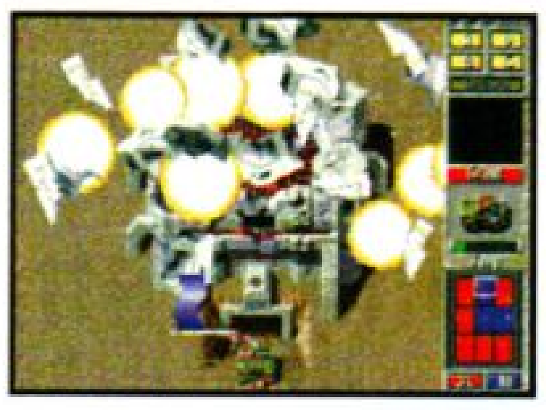
Z may be a strategy game, but there's certainly no shortage of action.











(Above) Destroy the enemy base to progress onto the next level. Simple.



THREE STEPS TO SUCCESS

The basic gameplay of Z is broken down into three different tasks. Firstly, players are required to manoeuvre their troops into key strategic positions across the map, ensuring they capture the flags of neutral territories and expand their domains. Time is of the essence here, as the enemy forces will have a similar strategy in mind. Secondly, get munition factories up and running. A temporary quick-fix solution is to continually churn out innumerable foot soldiers, but they're soon wiped out by a handful of enemy tanks. A better way forward is to bide your time, producing a daunting array of tanks, jeeps and gun placements capable of mass genocide and positioning them accordingly. Finally, don't wait around for the war to come to you. Attack is certainly the best form of defence. Once you've amassed a sizable army, advance on the enemy camp, destroying their base of operation, thus winning the battle.

TERRITORIAL PISSINGS

Each of the maps is divided into numerous territories, with each side commanding equal shares. A neutral territory resides in the middle of the map and it is this land that holds the key to victory. Whichever of the opposing armies controls the no-mans land is pretty much assured victory, given that they automatically take control of the armament factories contained within. This affords them greater scope to manufacture a more sizable military presence and out-gun the under-resourced enemy. Of course, there's always a down side. The more land each side controls, the more bases they have to cover, leaving them vulnerable to an enemy attack. It is this gripping game feature that leads to the continual exchanging of territories, with the balance of power shifting between the two opposing armies until one finally emerges victorious.





Z is easier to get to grips with than C&C, but thrives on the same utterly absorbing gameplay. We're impressed!



TAKE CONTROL OF THE SITUATION

This may sound quite complicated, but Z is deceptively simple to get to grips with. Using a straightforward point-and-click control interface, players are able to take control of a single unit just by highlighting it and then selecting a destination for it to go to or an enemy target to attack. Manipulating an entire battalion is just as easy, by simply holding down the button and dragging a box over the units you want to control, selecting a single destination or target for them all.

The problem is, it's damn-near impossible to control all your units at once, especially on some of the later levels. Fortunately, this is where the game's excellent artificial intelligence comes in, with your troops thinking for themselves if you're not on hand to command them.

Z is reviewed on page 68.





▲ Some of the later levels are absolutely huge, taking literally hours to successfully complete.



▲ The excellent CPU artificial intelligence makes for some very tough battles.

PUT IT ALL TOGETHER

Still confused? Well, we've managed to piece together an entire level of Z to give you a vague impression of how it all works. But bare in mind that this map was derived from one of the initial stages of the game, with subsequent levels dwarfing it by comparison. As you can see, the two armies are situated at opposite ends of the map, with a number of command posts in between them. Controlling these is the key to winning the game, as players automatically control the munition factories therein, enabling them to produce an all-conquering military force. Clever stuff, eh?







1 - HEADQUARTERS
Produces troops and various military vehicles. In order to win the battle, it is the enemy base of operations (blue) which must be destroyed, whilst at the same time protecting your base (red).

2 - TROOP FACTORY
Manufactures troops of varying degrees of ferocity. Grunts are relatively quick to produce, but prove ineffective in battle, whilst Pyros take longer to produce but are a more potent force to be reckoned with.


3 - ARMAMENTS FACTORY
Capable of producing jeeps, tanks and various gun emplacements. For this reason, it's important to safeguard them at all costs, as once they've fallen into enemy hands, it proves very difficult to regain possession.

4 - COMMUNICATION NETWORK
Easily recognisable by the rotating radar dish mounted on the roof, this building enables the troops to communicate their current status and geographical location via the on-screen map.

5 - NEUTRAL TERRITORY
The key to victory is to control the neutral territory. Situated in the middle of the map, capturing the flag gives players control of the armaments factory therein, thus increasing their munition output beyond that of the enemy.

6 - BRIDGES
The bridges are an invaluable link between the two armies. Once destroyed they cannot be rebuilt, meaning an alternative route must be found, thus making your task even more difficult.

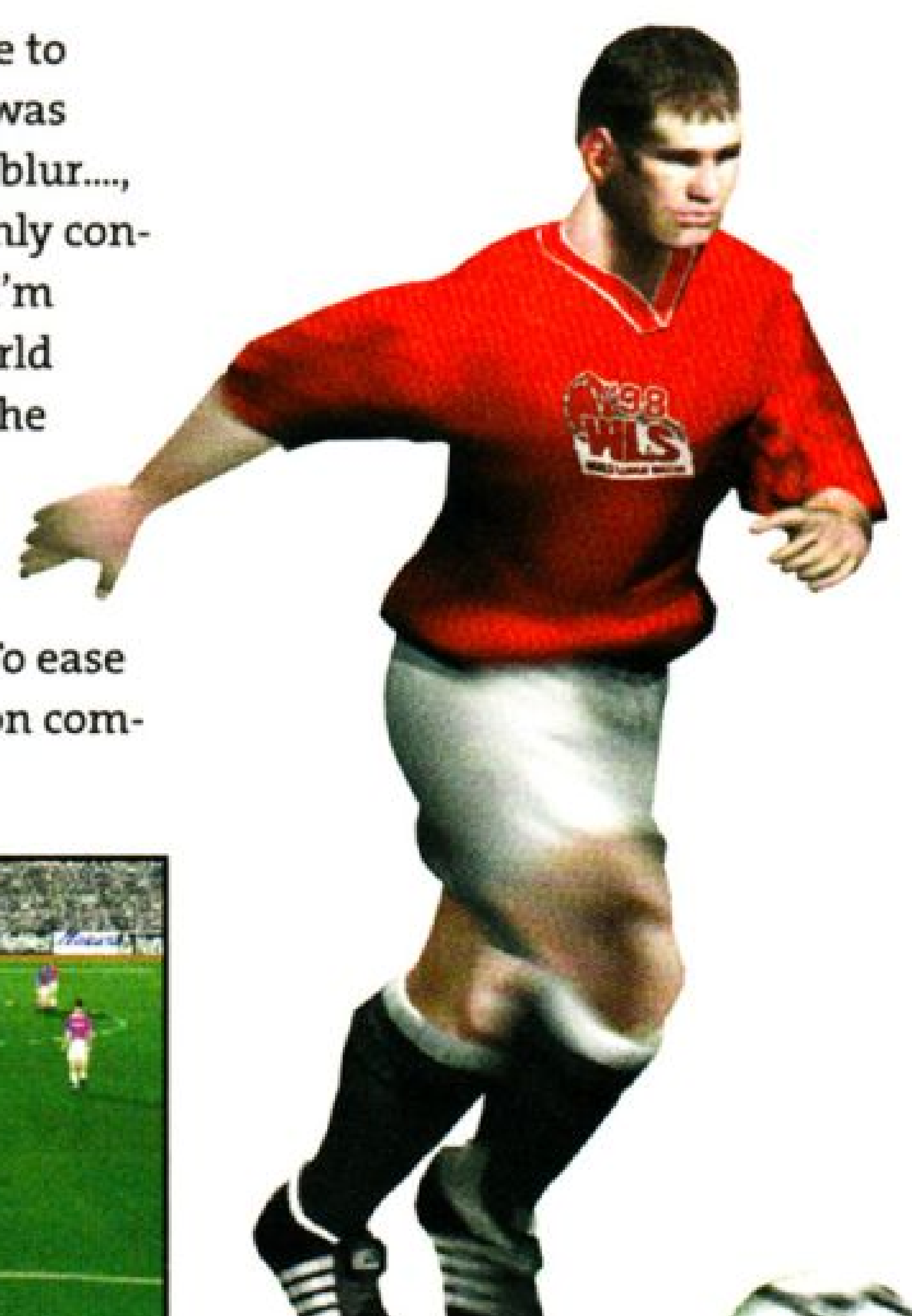

'98
WLS
WORLD LEAGUE SOCCER
'98
WLS



In a league of its own

Silicon Dreams' forthcoming World League Soccer '98 not only has the distinction of being the last footie game to grace the Saturn, but by a strange turn of events, is almost certainly the best. LEE NUTTER takes a closer look.

The 1998 World Cup is almost upon us, and I have to admit I'm not looking forward to it. If Euro '96 was anything to go by, this summer is going to be a blur...., just one long hangover. The human body can only consume so much alcohol before it finally gives up, and I think I'm reaching that threshold pretty quickly. But with the cool World League Soccer '98, what you have is a worthy alternative to the drunken debauchery which inevitably accompanies any major football tournament. Now, we were hoping to have the exclusive review in this month's issue, but unfortunately the game hasn't progressed as swiftly as we anticipated. To ease your disappointment though, we've just got hold of a nigh-on complete version (everything bar the commentary) and it's ace!









All the Premiership stuff is now in there, so there's no excuse to buy that appalling FIFA game.



As this close-up shows, the painstaking attention to detail is quite staggering.





We're gonna have a playable demo of WLS '98 on the next issue of SSM. Coolio!

SSM'S FANTASY FOOTBALL TEAM

In addition to the 185 international and domestic football teams, the programming chaps at Silicon Dreams have included a nifty player edit feature. Therein, you're given the opportunity to create your own team, replacing established names with your own comical variations. And as they say in the great Blue Peter tradition, here's one we made earlier:







ALL-NEW FEATURES TO BOOT!

From the first time we saw WLS '98 a couple of months ago, it was clear that it was going to be something special. The crisp high-resolution visuals and rampantly playable football action easily surpassed the deluge of second-rate footie titles already available. The only concern we had were the lack of options and gameplay variations - the make-or-break of a sports sim these days. So it came as something of a relief when the latest build of WLS '98 arrived, replete with a large smattering of options to ensure the game stays fresh for some considerable time.

Fancy playing a one-off friendly match to hone your skills to perfection? Ah, then you'll be wanting the cool Exhibition Mode, allowing you and three of your closest chums to have a bit of knock-about. Once you've established your dominance over your piers and mastered the versatile controls, the more challenging Tournament Mode beckons, enabling players to put their new-found skills to the ultimate test. Or, if you're an incredibly anal football fanatic hell-bent on authenticity, you can play through an entire Premiership season consisting of over 30 fixtures. While those of us with a life can have a quick blast on the Arcade Cup Mode, before getting some fresh air. Cool.









The commentary isn't in place yet, but with Football Italia's Peter Brackley and Ray Wilkins, it's sure to be ace!



It's only when you play WLS '98 that you realise how crap other footie sims are.







CONTROL FREAKS

One of the most impressive aspects of WLS '98 is the sheer scope of play, with a diverse range of shots, kicks, passes and headers making for a more authentic experience. Passing can take the form of a simple tap to another player's feet, a one-two with chipped return or even a pass to a drone player and retain control of the player who originally kicked the ball. Some of the fancier aspects of the real-life game have also been brought to fruition in WLS '98. Volleys, scissor kicks, chips and power headers are executed with relative ease, giving you a greater level of control than in comparative titles. This is extended to the staple after-touch, enabling players to bend a shot around a wall, swing in a ball from a corner or trick the 'keeper with a banana shot. Cool, eh?







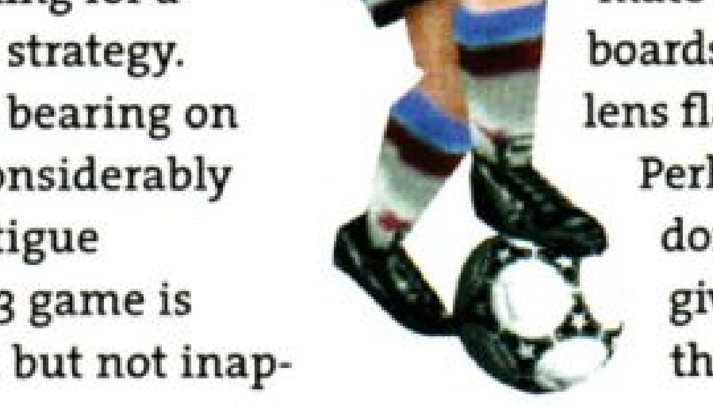
WLS '98 enjoys all the options offered by the FIFA games, but without the irritating loading times between screens.

THREE LIONS ON THE SHIRT

It's often the case that the multitude of options in sports games have minimal affect on the gameplay. Not so with WLS '98. The good news is that tinkering with the customisable elements genuinely makes a difference to the shape of the game. Take the pitch type for example. The programmers have provided six different surfaces for you to choose from - ranging from hard to soft and thus affecting the bounce of the ball. A hard pitch sees the ball lofted into the air more frequently, slowing the pace of the game to suit a 4-4-2 strategy. Whilst a softer pitch has a minimal bounce factor, making for a speedier game which would suit a pacey 4-3-3 strategy.

Similarly, the kick-off time has a strong bearing on how the game is played. A noon kick-off is considerably hotter than an evening fixture, leading to fatigue amongst the players. Therefore a speedy 4-3-3 game is unsuitable for a sweltering mid-day kick-off, but not inappropriate for a cooler evening match.

However, all is not lost if you select the wrong strategy. Formation, substitution and strategy alterations are made at a moments notice, just like a real-life game. If your team are trailing behind, adjusting your strategy to an all-out attack pushes more men further up the field, creating more chances of a goal. The down-side of course, is that holes appear in your defence and could leave you wide-open if the opposition catch you on the break.



AWESOME GRAPHICAL CAPABILITIES

So what else can you expect from this much-hyped footie title then? Ooooh... how about some of the finest audio/visuals in a Saturn sports sim ever! Those clever chaps at Silicon Dreams have gone to extraordinary lengths to ensure that the Saturn version of WLS '98 is at least as good, if not better than its PlayStation counterpart. Each of the players and pitches for example, have far better definition than in comparative titles, with less pixilisation as a result of the higher resolution used. This gives the game a much crisper look than other footie sims, but it's the painstaking amount of detail which makes WLS '98 really stand out. The crowd animate and chant when their team is doing well, advertising boards rotate, corner flags flap, goal nets ripple, fog lights create lens flare and the variable weather effects never fail to impress. Perhaps the only complaint we might have is that the players don't bare much likeness to their real-life counterparts, but given the astonishingly high quality of the overall product, this is more than forgivable.

NEXT MONTH

Coverage of World League Soccer '98 continues apace in next month's issue of SEGA SATURN MAGAZINE. If everything goes according to plan, we'll have the exclusive review, playable demo and maybe even a chance to win a free copy of the game. What more could you possibly ask for?





We've seen WLS '98 running alongside a high-spec PC version, and there's very little to choose between them!









▲ MAIN PLANNER: Mr Takao Miyoshi

BURNING RANGERS



▲ PRODUCER: Mr Yuji Naka

Sonic Team have been responsible for some of the most innovative and memorable videogames ever to grace a home console. With Burning Rangers now complete, Sonic Team spoke exclusively to SEGA SATURN MAGAZINE about their latest epic and what the future holds. WARREN HARROD reports.

Q. When did the BR project start?
A. It started around December 1996.

Q. What was the main idea behind doing a firefighting game?
A. We wanted to create a game where you could rescue people. Nowadays, there are so many games where you just kill people. Instead we decided to make a rescue game. In addition, right from the start, it seemed that fire was the most appropriate way to create that sensation of fear and tension. So in the end we combined these two elements.

Q. Why do you think people find firefighters so fascinating?
A. Rescuing people, and many of the other things that a firefighter does, are in fact the very essence of a Sonic Team game. The firefighter is a hero people can identify with because they exist in our current everyday lives.

Q. So why did you decide to choose a futuristic stage for your firefighters?
A. The picture we want to paint of the future is not like that seen in the Terminator movies, where the world has been reduced to a devastated wilderness. Rather, we want a clean and beautiful future. A place where we dream our children can grow up happily. However, no matter how good this future world is, there are still disasters that will occur. We wanted to create heroes that could protect these people from those disasters.

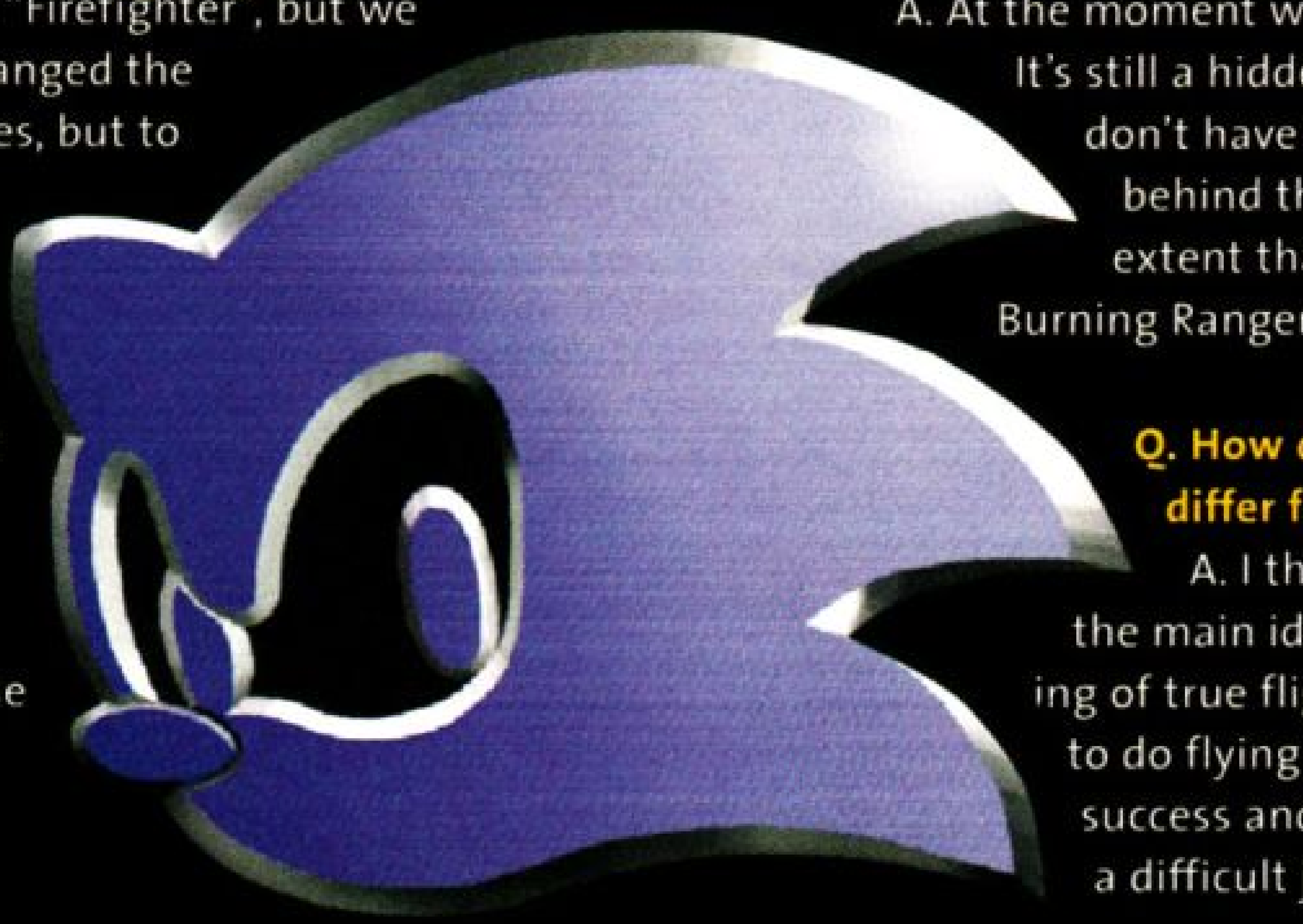






Q. How did you come up with ideas for the Burning Rangers' futuristic technology?
A. The basis of the future we established was one of a world that uses clean energy. Our ideas then flowed from this point. The first thing we talked about was the Burneer Unit. At that time, we considered that a future firefighter would be very acrobatic, with lots of dexterous movement. In order to get into places where normal people couldn't go and rescue trapped people, it was necessary to place some kind of survival unit on their backs.

Q. How did you come up with the name "Burning Rangers"?
A. To tell the truth, the original name was "Firefighter", but we wanted a cooler sounding name so we changed the title. I don't know about Western audiences, but to us Japanese, that "burning" meaning has a great "Go for it!" image. It seemed to fit the disaster-rescue nature of the game perfectly. Now, "ranger" has a little bit of a stranger image to it because in English it refers to someone who looks after a forest. However, we wanted to strongly emphasise its "Power Ranger" image. We knew that we were going to use the same name for all the international versions, so we checked the name with some foreigners. They all said it was OK.



Q. What kind of game player did you create Burning Rangers for?
A. Well of course we created it for people who like action games, but we also created it for players who are fans of Sonic Team games. BR is completely different from our other games, so we'd like to increase the number of people who see it, think it's enjoyable and become interested in it.

Q. Was it your intention from the very beginning to create a suitably dramatic atmosphere for the game?
A. Yes, it was. The main theme of the game is both tension and the sensation of actually being present in the game. To develop the feeling of being in a real-time situation we created the navigation system.

Q. Did you work out the game's story before development started?
A. To a certain degree we decided on the direction of the story before the game's development began, but in reality we occasionally all got together and thought out parts of the story that we no longer thought were very good.

Q. Can you tell us why the BR numbers aren't sequential? Where are BR No. 2 and No. 4?
A. At the moment we can't tell you that. It's a secret. It's still a hidden part of BR. For the present, we don't have any plans to reveal the meaning behind this, not even in Japan. To the extent that it might even be linked to Burning Rangers 2, it's still a long way off.

Q. How does the style of gameplay in BR differ from that in NiGHTS?
A. I think that in the case of NiGHTS, the main idea was to give players the feeling of true flight. However, in BR, it's difficult to do flying leaps so you have the thrill of success and failure. If you succeed in doing a difficult jump you think "Yes, I did it!".

Q. At what point in development did you decide to include the auto-jump system?
A. From the time we first saw the game in 3D we understood that it would be difficult for players to judge depth and distance. Just looking at the screen and being able to do a jump was hard, so we thought that since we'd come this far we might as well just let them jump automatically.

Q. Where exactly is the auto-jump sensor? Is it in the BR boots?
A. (Laughs) I really don't think that in reality that they have such a system. The real BR would probably be able to judge all the jumps



▲ SENIOR DESIGNER/ DIRECTOR: Mr Naoto Oshima



▲ CHIEF PROGRAMMER: Mr Takuya Matsumoto













▲ Although motion capture didn't work, Burning Rangers' animation is still silky smooth.

perfectly himself without needing a sensor. It's been added to the game as a "new product" for the users' benefit, in order to bring the character's actions closer to the real BR and make the user's jumps look as cool as the real thing.

Q. Did you use any motion capture for the smooth character motions?

A. In the beginning, as an experiment, we recorded some motion capture footage. We spent a lot of time trying to take motion capture data for all kinds of different poses. However, in the end we only really used the motion capture data for the walking motion. No matter what we did we just couldn't get real people who could perform the kind of special motions that we needed. We tried it, but it didn't work. It was all certainly realistic, but it didn't look very good. In the end we created most of the motion by hand.



Q. In order to design the game's stages, did you visit any special places?

A. Some of the Sonic Team members went to Hong Kong for some enjoyment and while there they thought that they might find some interesting things. This was right during the starting phase of development. We wanted to go over before Hong Kong reverted back to China. In terms of actually gathering materials before that, we actually went over to Universal Studios in America to experience the Backdraft adventure. At that time we thought it would be great if we could generate that kind of sensation in a game.

Q. Did you have any opportunities to see real fires?

A. Well, fires are always breaking out over here, but in Japan there aren't that many of them. However, we did get to go to a special firefighting event in Tokyo where real firefighters displayed their techniques. When we saw robots putting out fires, we were really surprised to see that compared to our image of the future. Even present day firefighting is incredible! The robot had special infrared sensors and a camera and could go through fires, which even firefighters couldn't. Also at the show, the firefighters were using a special flame extinguisher gun as well.

Q. During the game's development, did you get any advice from professional firefighters?

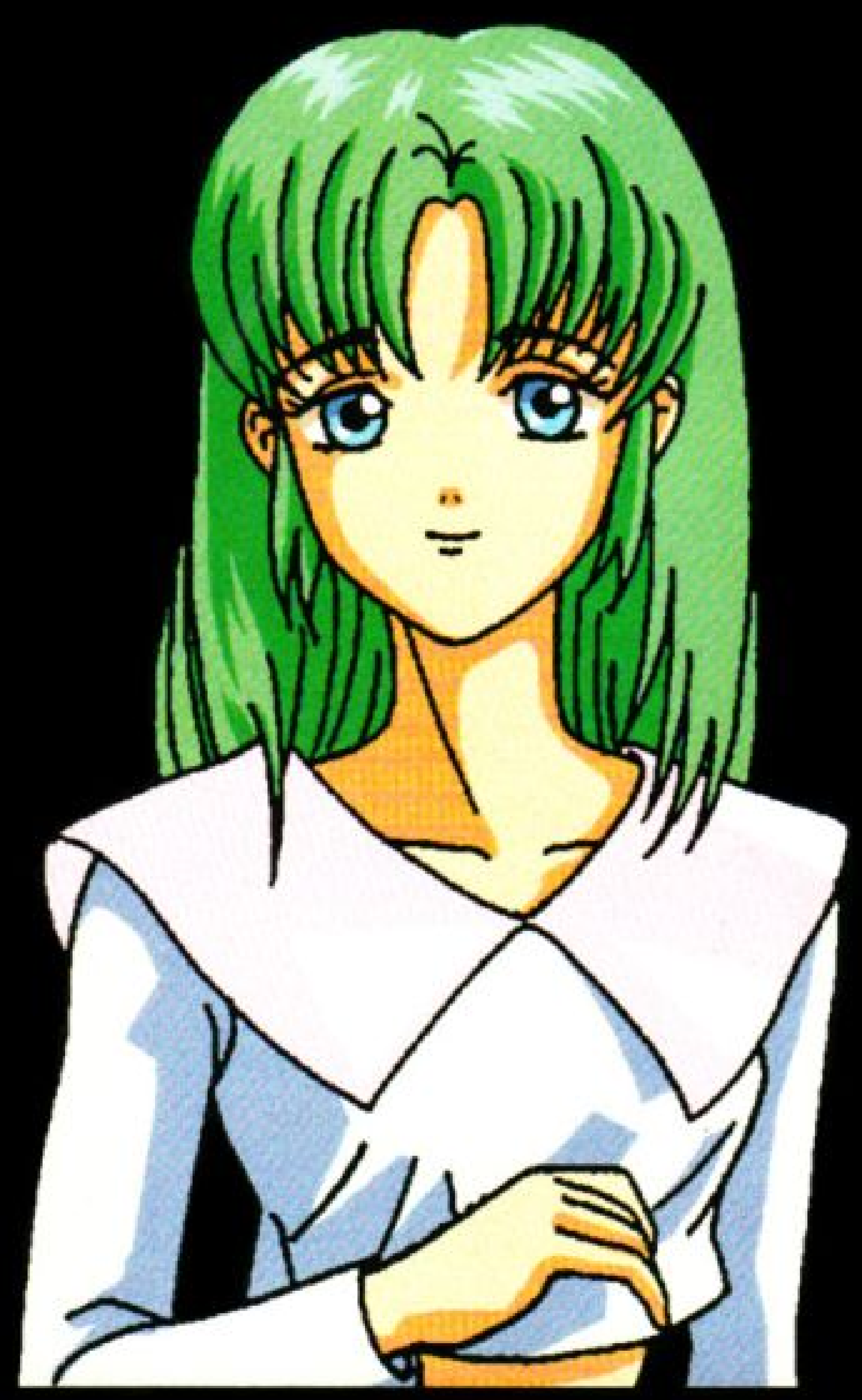
A. No we didn't. We had the impression that if real firefighters were to see the game, they would have said that real fighting wasn't that simple. We imagined that our game wouldn't be well-received. At the Tokyo Game Show, a real firefighter did actually comment that he thought the costumes were too thin. The problem is that the game isn't real. It's set in the future and so there's a difference in the realities involved. If we made any part of the game too real then the gap between that and the rest of game would be exaggerated even more.

Q. If you compare BR to real firefighting, how real do you think the game is?

A. We think that to a certain extent we've been able to make a realistic game. In reality we've never been to a disaster area and I'm sure that if we did it would be very different from how we imagine it would be. A real firefighter risks his life to save others and although we, as ordinary people, have never done this kind of thing we can imagine how hard that work is. So of course it might be incorrect, but we've just taken the good sections, the parts that look cool and put them into the game.

Q. How do the graphics engines used in NiGHTS and BR differ?

A. When we created NiGHTS we had only just started to program for the Sega Saturn. If you take another look at every part of the engine, you'll see that the speed has been increased considerably. We also managed to accurately portray the fires as well. We've been able to increase the number of things that are now possible







over what was possible in NiGHTS.

Q. Were you confident that you could create these very large and detailed stage areas when you started development?
A. First of all we created the corridors, then we placed the fires inside them. After that we added the lighting effects and finally the characters. This time, the two things we really wanted to do were the lighting effects and the feeling of real fire.
We certainly aimed for something more than what we thought we could achieve. It wasn't so much about having confidence, we just did it! You can't let yourself worry about whether or not you can do this or that. Everyone in the team wanted to put so much into the game that we only completed about half of what we wanted to do.



Q. Could your remaining ideas appear in a Burning Rangers 2?
A. They might (laughs)

Q. What was your strategy for putting together the stages?
A. For stage one, our main aim was to have players become used to the game. We didn't want to send players all over the place because we didn't want to confuse them. For stage two we increased the number of routes. For stage three onwards we started to make players think in three dimensions. Finally, we increased the number of places that you could go so that even if you replayed the game again there would be places that you could explore that you hadn't been to before.

Q. Where did you get your inspiration for the wonderful character designs?
A. We originally wanted the silhouette of the BR with the Burneer Unit to look like the silhouette of an angel with their wings opened up. We wanted to create the image that angels were moving safely through the burning flames. All through development somebody kept wanting to call it "Burning Angels", but it was a little too direct so we had to change it.

Q. Of all the BR characters, Big Landman is the most unique. Please could you explain a little about his design?
A. He's the oldest and most experienced member of the BR team. He's very strong and smart, but he's also very kind and gentle. He's someone who can be relied on. However, when he was young, he was too eager to rescue people and as a result he received many injuries. Because of this he's now half cyborg and you get the feeling that he's now more than human. Each time he became injured they replace the damaged parts of him with mechanical devices. The bionics on the top of his head are in fact special sensors.

Q. How did you approach the game's impressive bosses?
A. Obviously one aspect was to make them really big so as to give them plenty of impact. The image we had in mind was that at a first glance players would get the impression that they just couldn't defeat these creations.

Q. Did you think it was really necessary to include bosses in this kind of rescue game?
A. A Sonic Team game is never limited to just any one target. It's our goal to have no limit in having fun. The primary task in BR is to put out fires and that's what's always at the back of their minds. However, it's because they are the BR that they feel they should rescue people as well.

Q. How did the development of the navigation system progress?
A. BR is completely different from anything we've ever done before







▲ Using the innovative Generate System, Burning Rangers contains over 3000 stage variations.









▲ We're still hearing rumours that Dick (A-Team) Benedict has provided some of the voices in BR. Eh?!

so we completely rethought all ideas of what should be included in the game. From the start we decided not to use any on-screen maps, but just to create a game where you could play with the voice navigation. We did many experiments and there was a lot of trial and error. At the outset, the voice navigation system said every single direction. We playtested a lot of navigation systems and from these we picked the best one and that's the one we're using now.



Q. With the voice navigation system you can't use any BGM. Did this make it even more difficult to build a dramatic atmosphere?

A. From the very start, the main thing we considered was how to realistically reproduce the sensation of actually being present in the game. First of all we decided to have no BGM at all. The sound effects of the fire and the noise of the creaking walls are the only kinds of sound we considered. On top of that, we didn't think that including a voice, for the navigation system, would be a problem at all.

Q. How did you go about choosing the voice actors for the game?

A. Everyone had their own image of who would be suitable. First of all we designed all the characters and while looking at their pictures we built up an image of how they should speak.

Q. What are you going to do about the foreign versions of the voice navigation system?

A. Well, first of all there's only going to be one English language foreign version. We would have liked to have done around six languages, but it's too difficult. The volume of work involved is just too much. It's a difficult thing being able to judge how well the English speech fits the game's image, but we tried to pick those voices which matched the characters best. We believe that some of the voice actors have appeared in American TV programs, but we're not sure which ones. For those countries where they don't speak English, we would have liked to have used sub-titles, but we couldn't push development that far.

Q. Who did you get to produce the animation cut scenes for you?

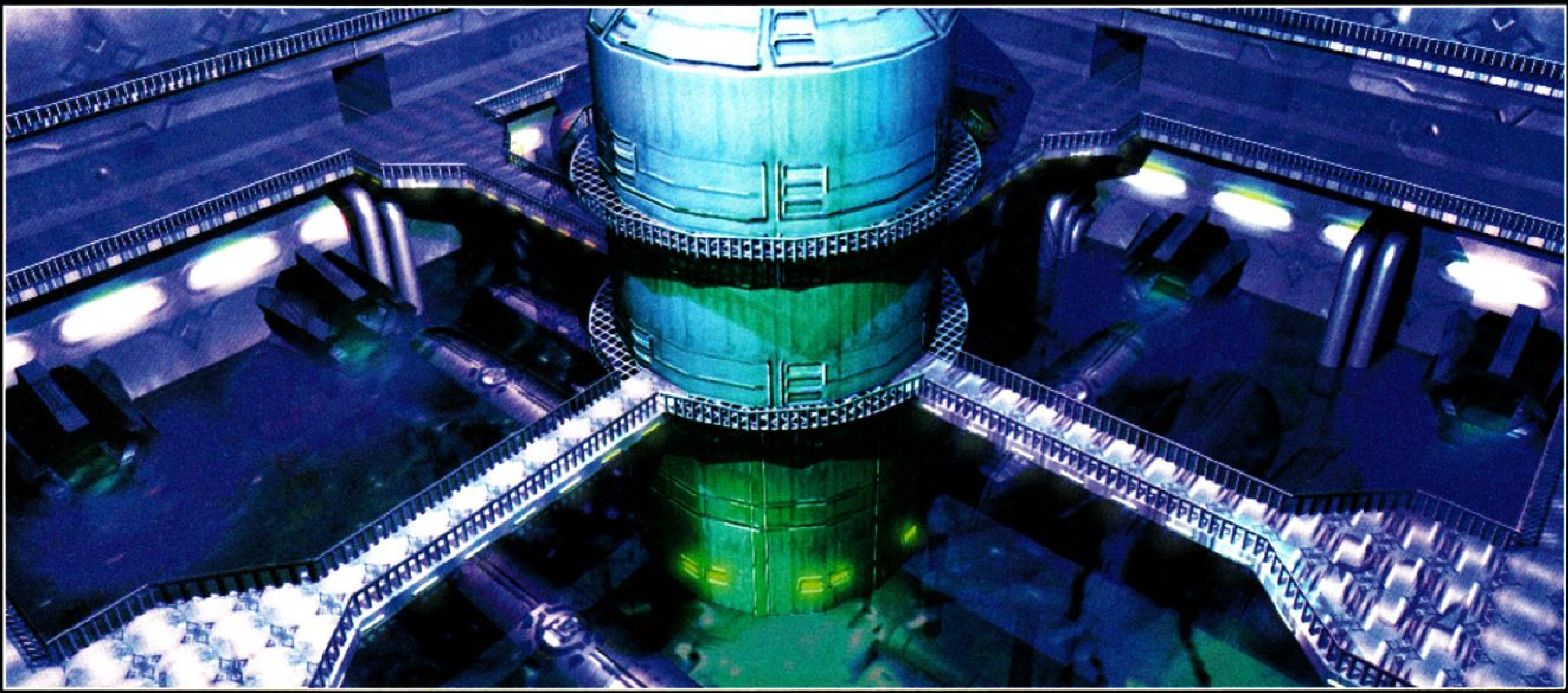
A. We had the animation done for us by TMS (Tokyo Movie Shinsha). This company is famous for producing the Transformer and Sonic cartoon series. They were also involved in the production of Akira as well. This was the first time that we had been in contact with them, but Sega has worked with them before. They produced the Last Bronx animation for Sega as well.

Q. What kind of animation did you use?

A. This time we used digital animation. In normal animation, everything is done on cells, but for digital animation it's all done on CD. Nowadays, everyone's changing over to digital animation. This is different from the 3D CG used in Beast Wars. It's more like the anime used in Disney's Aladdin. They didn't use any cells for that either. It was completely digital.

Q. Was the use of different routes essential for BR?

A. To a certain extent you are searching for something and having to use your head a little when playing a game makes it a lot more enjoyable. Although in reality, with the navigation system you are



being made to follow a single path. The main reason for it's use is to give more variation in the game play and thus make it more fun to play.

Q. Do the different routes have any effect on the game?
A. There aren't any big effects. You can locate items and find people who need rescuing, but after you find them you return back to the main route again. There aren't any changes to the story. Actually, in the beginning we wanted to have a lot more routes throughout the game. However, in a 3D environment it's easy to become confused and lose your sense of direction, so we limited ourselves to just a few.

Q. Why did you include the Generate System?
A. Originally, we wanted a game that you could play again and again, any number of times. However, if you keep playing the same stages then you'll lose that tense atmosphere of not knowing what's going to happen next.

Q. How exactly does the Generate System work?
A. Well, for example, a door that you couldn't open the first time you play through a stage may be opened the second time you play. This may lead to a new room or become a new route. In addition, fires break out from different places and walls burst into flames in alternative locations so you don't know where the next danger is coming from.
The Generate System creates a new map each time you play and complete the game. Even if two players play and compete the game once, they'll get different maps the next time around. The maps are generated completely at random and there are over 3000 variations. Also, each generated stage has a password assigned to it. Built into the password is information about the stage including which people need to be rescued and where they are located. If you enter the password then you can play that level again and again. In total there are 108 people who need rescuing. However, if you can't find everyone you can exchange passwords with your friends. Maybe they've already found a person who you're looking for.



Q. Which part of BR are you personally most proud of?
Mr. Yuji Naka: As the producer, this is a new game for me, so I'm happy that we were able to get a good overall balance for the game.
Mr. Takao Miyoshi: I'm proud that we managed to create a navigation system that was pretty much the same as how we first imagined it would be.
Mr. Naoto Oshima: One part of the game that I'm quite taken with are the crystals. It's a fundamental rule that you have to use the crystals to power up your shield.
Mr. Takuya Matsumoto: As a programmer, the fact that we've been able to push the Saturn this far is enough for me to die happy. Almost all the things I wanted to do I was able to do.

Q. Do you have any advice or hints for players?
A. When a fire breaks out, don't just run around it. Look at the place you're in and judge the conditions. If you do this then you'll sometimes discover that there are routes other than the normal ones. Actually, the real fun of BR comes after you've cleared the game once. Using the Generate System to find all the people who need rescuing is the most enjoyable part.

Q. Do you have a message for your fans in the UK?
A. I'm sure that children really like firefighters. Who knows, maybe by the time they've grown up, Burning Rangers will have become a reality. In the BR world you can realistically experience the role of the firefighter. By endeavouring to save people's lives you can have fun playing the game!







▲ With Burning Rangers now complete, Sonic Team are turning their attentions to Katana development.

BY	SEGA		PLAYERS
RELEASE	APRIL		
HARDWARE	PRICE	£TBA	
	STYLE	ACTION/ADVENTURE	

You've seen the extensive coverage of Burning Rangers in the last few issues and thrilled to the incredible screen shots. Now it's time to find out just how good it really is. No hype. No bullshit. Just the facts.

Burning Rangers



▲ The Burning Rangers are numbered from one to seven, but there are only five in the game. A sequel perhaps?



It's very rare that a game is able to motivate fellow journalists to stir from their seats and venture over to the opposite side of the room to where the television is situated. But Burning Rangers is such a game. A high accolade indeed, considering the other distractions of internet porn and Radio One's Mark 'n' Lard. Yet with each and every updated version we've taken delivery of over the past few months, a veritable gaggle of onlookers have stared in wonderment at Sonic Team's latest produce. Now it's finally here, was it worth the wait, or is this another major league embarrassment for all concerned (not least us)?

Well, to be brutally honest, Burning Rangers is initially very off-putting, confusing and at times down-right annoying - similar to NiGHTS in fact. The first level is predominantly made up of sparse, metallic and seemingly repetitive corridors with little to distinguish one from the last. The gameplay appears unbalanced, as you become engulfed in a flash-fire bursting through an unstable exterior wall with no prior warning. The visuals are as rough as a bear's arse, with polygon glitching and a noticeably close draw-in distance. Not to mention the distinctly Japanese influence of the game, which will appear alien to the Western gamer, force fed on a staple diet of arcade racers and beat 'em ups. It appears to be a disaster - an uncharacteristic blip on the Sonic Team's untarnished record. But then you play it a little more and it begins to sink in - Burning Rangers is cool.

[Despite its flaws, Burning Rangers gets a universal thumbs up from the SSM team!]







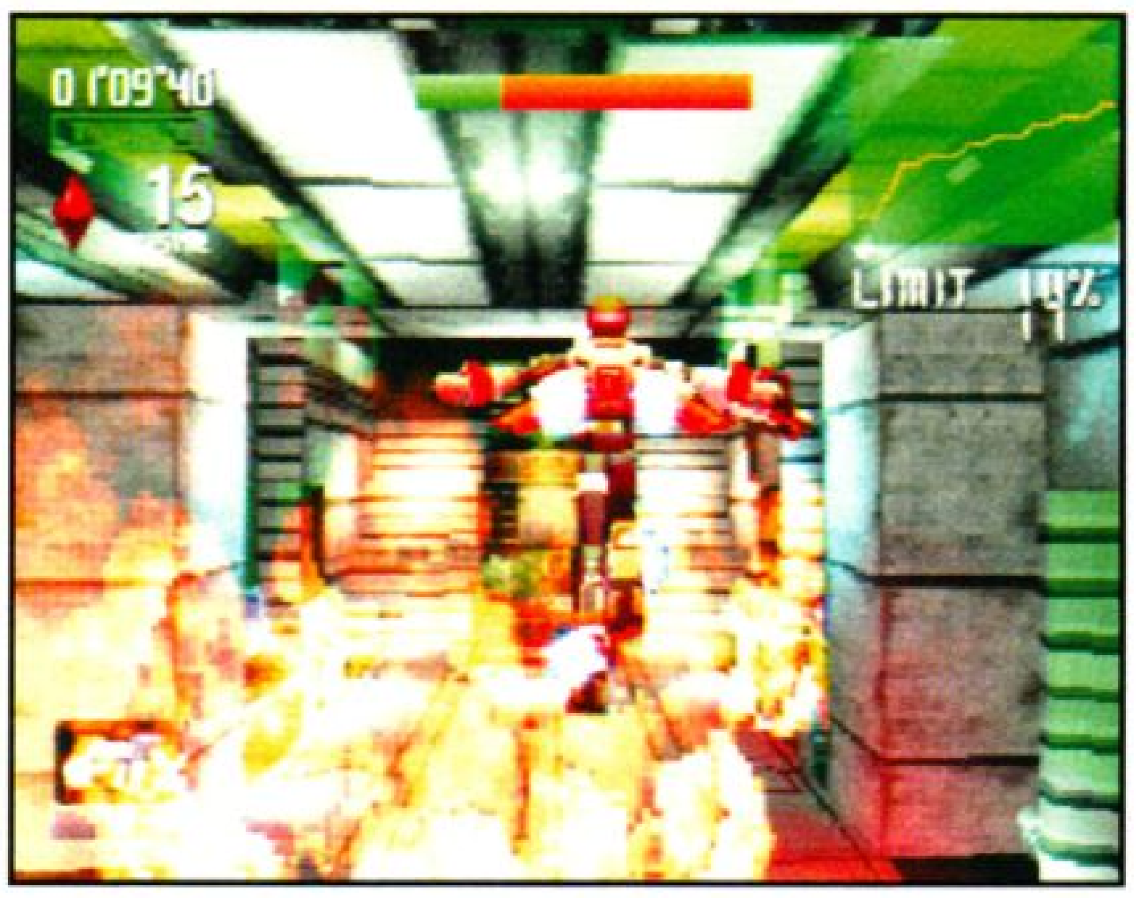




▲ The game itself is quite easy to complete, but Sonic Team have added sufficient incentives to ensure you return for more.

IT'S HUUUUGE!

One matter which concerned us greatly was the longevity of Burning Rangers. After all, four levels isn't a great deal, especially considering the 15 in Tomb Raider. But our fears were laid to rest when we discovered Sonic Team's innovative random level regeneration system (I made that up). Once Burning Rangers has been completed, every subsequent game is different, with more and more routes being lavished upon each of the level. Pretty soon each level is altered beyond all recognition, with up to 3125 different routes at least doubling the the size of the game!











▲ All of the excellent Manga-style cartoon snippets have been retained for the PAL version of Burning Rangers, despite its relative unpopularity over here.



▲ Secret modes? Yep. Check out the cool sub-game mode.

Those readers who have been following our extensive coverage of Burning Rangers over the last few months should be aware of the basic premise - explore the massive 3D environments, extinguish the raging fires and rescue the terrified civilians. Granted, it's not too dissimilar from Core Design's Tomb Raider series, but what elevates Burning Rangers into the realm of excellence are the hallmark Sonic Team innovations and touches of sheer genius. Take the revolutionary Voice Navigation System for example. Supporting your progress through the vast and expansive labyrinth of flame-filled corridors, information is communicated about the best possible route to the trapped civilians and the condition of each area. This is available wherever and whenever you need it, simply by pressing the "Z" button. We really can't impress upon you how cool this is, with reams of sampled speech ensuring you never get lost.

It's a good job too, as there's no time to plan out a route. With speed being a key concept in Burning Rangers, everything moves at breakneck speed, so there's never any respite in the action. Exploding walls, falling bridges and collapsing floors ensure that only players who are able to think on their feet will survive. This is where the versatile controls come into play. As with the incredible NiGHTS, mastering the controls of the agile characters is essential for progression through the game. Strapped into their Burneer Unit (a jet pack, if you



▲ Check out the amount of detail Sonic Team have lavished upon each of the Rangers.



▲ The fully translated PAL version of Burning Rangers should be available any day now!





▲ Sonic Team have always prided themselves on creating some spectacular end-of-level bosses, from the early Sonic games right through to NiGHTS. As you'd expect, Burning Rangers is no exception. The four huge bosses command a sprawling domain full of hazards, with each requiring a unique method of destruction.

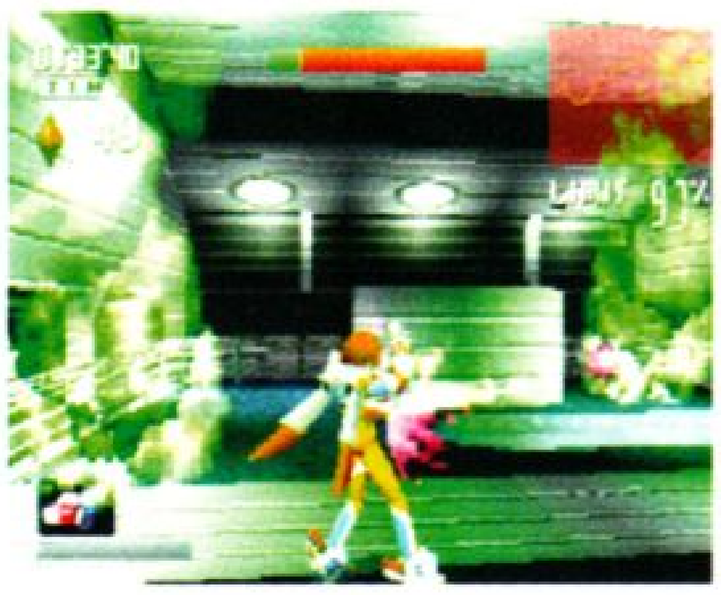




▲ The visuals are a tad glitchy, but still very impressive.

[Yet another innovative and unique game from those lovely Sonic Team chaps!]





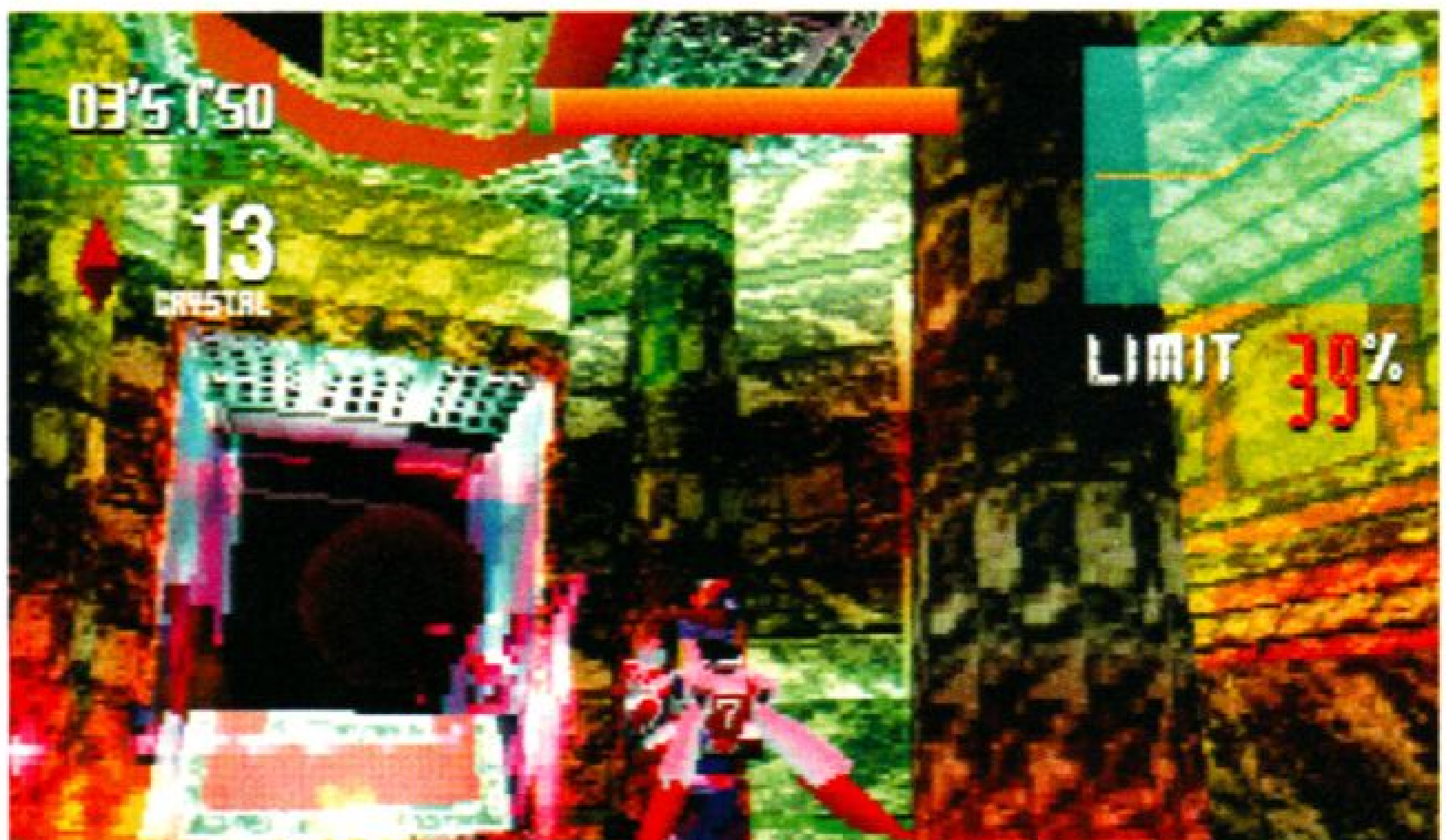


like), the Burning Rangers control like a cross between Lara Croft and NiGHTS - with jumps, rolls and back flips being amongst their versatile repertoire of manoeuvres. Pulling off these stunts couldn't be simpler, thanks to the near-essential analogue pad, enabling novices to pick up the basic movement system, whilst experts are able to manipulate the characters with pinpoint precision. Cool, eh?

In terms of visuals, Burning Rangers is a bit hit-and-miss really. Sonic Team are doing things with the Saturn that no other developer has achieved, with some jaw-dropping translucent fires and incredible real-time lighting effects. The problem is though, Burning Rangers also exposes the hardware limitations of the Saturn. Polygon glitching is a regular occurrence, the frame rate is a tad



▲ Resistance to your rescue mission comes in the form of huge mechanical droids, stomping around in a menacing fashion. These take several well-aimed blasts from the Fire Extinguisher Unit to destroy, scattering power-ups and crystals in their wake.



▲ The range of graphical effects Sonic Team have lavished upon Burning Rangers is quite astonishing. Previously impossible translucency effects are in abundance throughout, not to mention some cool real-time lighting effects. It's just a shame it's a bit rough around the edges.





OH, WHAT AN ATMOSPHERE...

What makes Burning Rangers so appealing is its tense atmosphere, not present in comparative titles. Falling rubble, collapsing bridges and disintegrating walls all heighten the tension, but it's the centrepiece fires which steal the show. Sudden flash fires rip through the outer walls, with only the subtlest of warnings to alert the Burning Rangers before taking evasive action. Moments before the blast engulfs you in flames, a slight hissing sound is audible and the outer walls glow red hot. This affords players sufficient time to back flip out of danger and let rip with a blast from the Fire Extinguisher Unit.



▲ As you'd expect, the centrepiece fires are impressive to the extreme. Take a look.



▲ Work cooperatively with fellow Burning Rangers in later levels. Cool, eh?

jerky at times and the draw-in distance is questionable. It's something we thought would be sorted out for the final copy, but unfortunately that isn't the case. Shame.

Our only other criticism is that Burning Rangers isn't massively difficult. Like most Sonic Team games, it doesn't take a superhuman effort to complete the four levels. Given a couple of days, most reasonably accomplished players should have it clocked. But as with NiGHTS, the incentive is there to keep going back to each level until you've attained a grade "A" on each one, at which it's more than likely some cool new game options will become available. Ah, but only four levels, you say? Yep. But when you take into consideration the multiple routes which become accessible with every subsequent game (3125 different routes in total), Burning Rangers is huuuuuge!

And on that note, Burning Rangers receives an inevitable thumbs up from the SEGA SATURN MAGAZINE posse. It's certainly not without its faults and doesn't really attain must-have status. But get past the scrappy graphics and the initial shortcomings and you'll discover yet another innovative and unique gaming experience from those lovely Sonic Team chaps. And we couldn't really ask for much more than that, could we? Kool and the Gang.

LEE NUTTER



GRAPHICS	Hit-and-miss really. Excellent effects, detailed and well-animated characters, but some ugly glitching and clipping.	85%
SOUND	Some cool tunes, although there's little in-game music. The voice samples and sound effects are excellent.	87%
PLAYABILITY	Takes a while to get into, but master the controls and it becomes a rampantly playable and engrossing experience.	92%
LASTABILITY	With over three thousand different routes, score attack, sub-game and a two-player mode, it'll last you an eternity.	95%

OVERALL

An ambitious and innovative game, Burning Rangers is let down only by the hardware limitations of the Saturn.

90%

▼ Satisfy your craving for more information by checking our exclusive Sonic Team interview on page 50.



BY	KONAMI		
RELEASE	OUT NOW		PLAYERS
HARDWARE	PRICE	£39.99	1
N/A	STYLE	STRATEGY	

Waitaminnit... just when did Whizz get released? We certainly never received a review copy and were, quite literally, taken aback when it appeared in the shops! But is this old-style platformer any good?

Whizz



▲ A bouncy castle! How innovative and exciting! (Yawn).





▲ A trampoline and a boat! How innovative and exciting!

Reviewing Whizz presents me with two unique problems. Problem one: how to avoid using the hundreds of Whizz-related jokes that spring to mind, and problem two: how to avoid upsetting one of our all-time favourite software companies, Konami. You see, Whizz is basically a Saturn version of an ancient Megadrive isometric platformer and unfortunately, it hasn't aged very well.

To be honest, it's aged really badly. Did we really like simple platform games like this a mere five or six years ago? Did I really waste my teenage years playing this kind of tedious toss on the Megadrive? Have Konami *really* released this on the Saturn? And does it *really* feature a top-hat-wearing rabbit who spins his way through isometric platform levels? Unfortunately, the answer is "yes", and everything else about Whizz is also firmly rooted in platform cliché-land.





▲ Whizz has a spinning attack to destroy the baddies.

The graphics are pretty simplistic, but they do their job. Well, most of the time. There's a fair amount of glitching that dogs the more "demanding" parts of the game (like moving platforms!) and considering the Saturn's 2D reputation, Whizz doesn't impress. Players can't fall off the edges of platforms either, which makes the game a little bit easier and less frustrating.

And as you'd expect, there are quite a few cute diversions along the way - cute little sledges to ride on the snow levels, cute little boats to ride in on the seaside levels and cute little cannons to shoot yourself out of to skip awkward sections of the game. Fun, yes, but it's all been done about one million times before, and done much bet-

> **[Did I really waste my teenage years playing this kind of tedious toss on the Megadrive?]**

KONAMI WE LOVE YOU!

So why do you have to put us through such pain? Konami have created some of the best games of all-time, so which games do they decide to release for the Saturn in the UK? Crypt Killer and Whizz. Honestly. PlayStation owners get the cream of Konami's crop - games like Suikoden (ace RPG), Castlevania (ace platformer) and Metal Gear Solid (ace 3D action-thing) are all excellent, but what do we get? Crypt Killer and Whizz. Such pain, such agony, such heartbreak. Pop group All Saints could probably write a song about it...











▲ A 'Play Your Cards Right'-style higher or lower game...



▲ Winning on the fruit machine opens a handy bridge.





▲ Whizz is quite inoffensive really, it's just unoriginal.



▲ Ahh, would that we could all live in such a green and pleasant utopia, skipping happily through the meadows...



▲ A playing-card level! How innovative and exciting!

PLATFORM GAME CHECKLIST!

Read the review of Whizz, using this handy chart to make sure Konami have included all of the relevant platform game clichés. One point for each cliché spotted!

Cute animal main character?	Yes ☐	No ☐
Spin/bounce attack?	Yes ☐	No ☐
Ice level?	Yes ☐	No ☐
Moving platforms?	Yes ☐	No ☐
Collectible items?	Yes ☐	No ☐
Happy music?	Yes ☐	No ☐

ter as well. The levels are a super-predictable selection too - would you be "surprised" to discover there's an ice level in Whizz? Would you be "shocked" when the green-and-pleasant first level loads? Nope, there's a strange smell of deja vu wafting throughout Whizz's cliché-strewn levels.

For no apparent reason, there are a few rockets located throughout each level. Usually placed slightly away from the racing line, launching these rockets by jumping on a switch next to 'em gives the speeding gameplay a bit of variety, but the level design is so simplistic (keys are usually placed right next to the doors they unlock) it's hardly worth bothering with. Really diehard platform-fans can collect the flags that are carelessly strewn about the levels, but most players will be bored stupid by then, preferring instead to take the more enjoyable option of "playing something else".

You'd expect later levels to be more complicated and difficult to navigate, but here's where Whizz differs from the rest of its platform chums - the last few levels are just as easy and straightforward to complete as the first few! There are no end-of-level bosses either, which makes tearing through the levels even easier and less exciting, and





▲ (Left) Press the button to lower the bridge. Wow!

with the simplistic level design and crusty gameplay, Whizz's already-quite-limited entertainment value fades pretty quickly.

Now, I'm an optimistic kind of guy. You know what I mean - the cheap plastic cup on my desk is half full not half empty, but even so, it's hard to find something to praise in Whizz. I could say that "fans of traditional platformers will enjoy the classic action", but the slow pace and awkward gameplay put an end to that particular cop-out clause. Basically, Whizz is the kind of dull, mass produced, formulaic platform game that should've stayed on the Megadrive. Sorry Konami, it's nothing personal.

GARY CUTLACK







GRAPHICS	Colourful but basic, with terrible glitching in places. We're sure this is the Megadrive game running under emulation!	58%
SOUND	Cheepy, chirpy, happy, jaunty, up-tempo rubbish. Which is exactly how platform games are supposed to sound.	70%
PLAYABILITY	A 3D platformer created when nobody really knew how to make 3D platformers, it's annoying more than playable.	62%
LASTABILITY	An evening's play should get any decent gamer through most of Whizz. Have you got the willpower to collect all the flags?	61%

OVERALL

Oh, Konami, why do you spurn our affections? We love you, and you repay us with this? Whizz is very disappointing.

61%

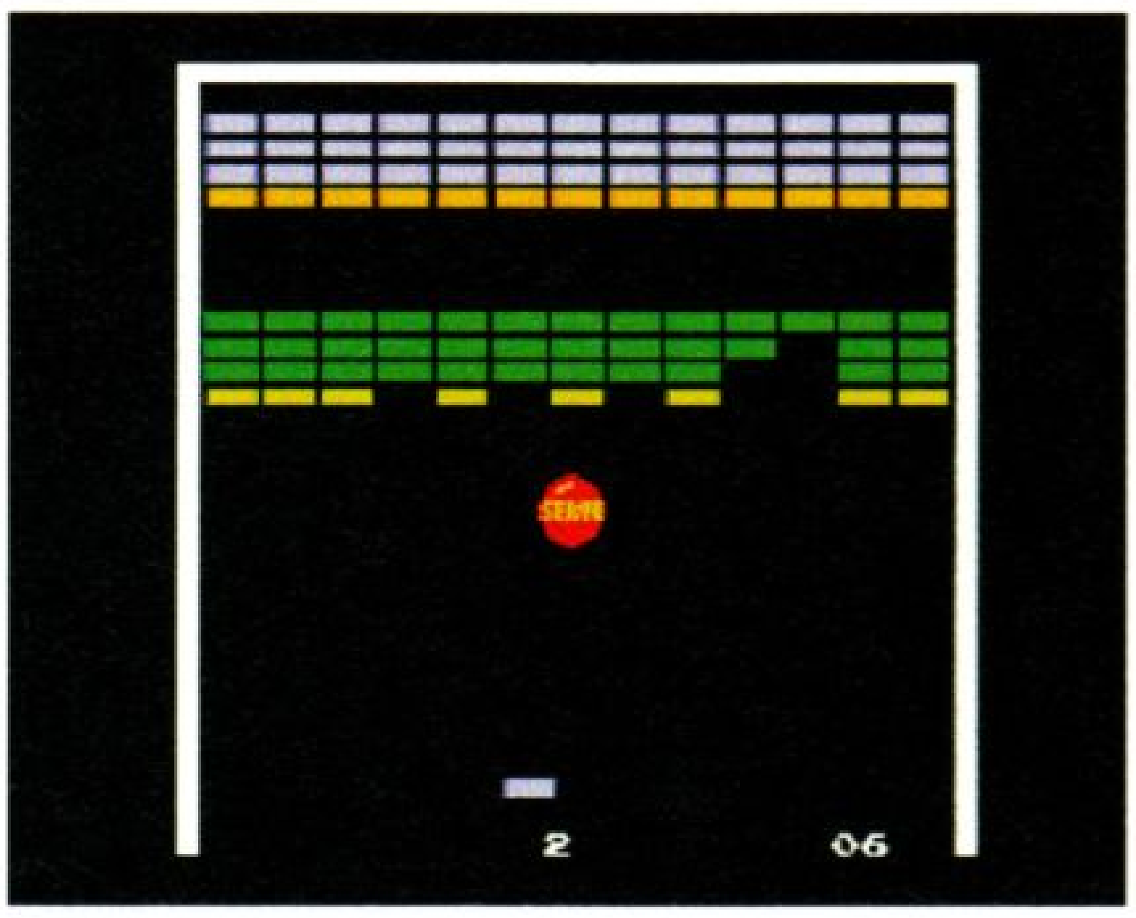
▼ The amount of fun gained from playing Whizz is directly proportional to how stupid the player is. Comprendé?



BY	GT INTERACTIVE	
RELEASE	APRIL	PLAYERS
HARDWARE	PRICE £TBA	2
N/A	STYLE RETRO	

Atari virtually invented videogames. Are these relics classic and crusty, or just tatty old rubbish? Retro-fever continues with this compilation of Atari's 1979-80 classic arcade games.

Atari's Greatest Hits



▲ Wow! Five colours on the screen! At the same time!



Atari - a once-mighty arcade game company that launched a world-beating home console, becoming a massive household name in the process. Then a series of bad hardware and software launches cost them dearly and they faded out of popularity. Sound familiar? There's a certain poetic justice in the fact that Atari's "Greatest Hits" are now appearing on Sega's troubled Saturn. Let's hope that Sega don't mirror Atari's later years by releasing loads of crappy games and disappearing off the face of the planet. Ahem.

Anyway, these retro games can usually be described pretty easily - terrible graphics, terrible sound, great gameplay. That just about sums it up, really. You have my permission to ignore the rest of this



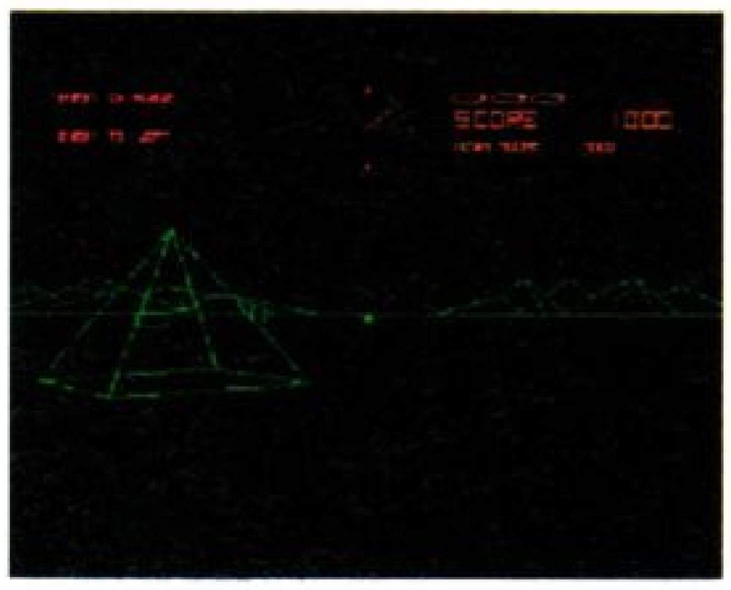


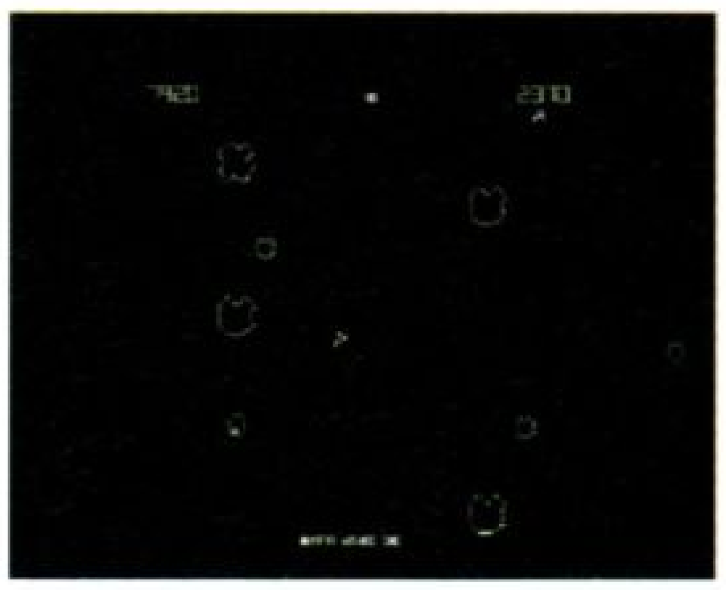
review. For those of you who are genuinely interested, or have an obscure fascination with these cool retro games, let's take a look at each game individually, before summing-up in the usual SSM style:

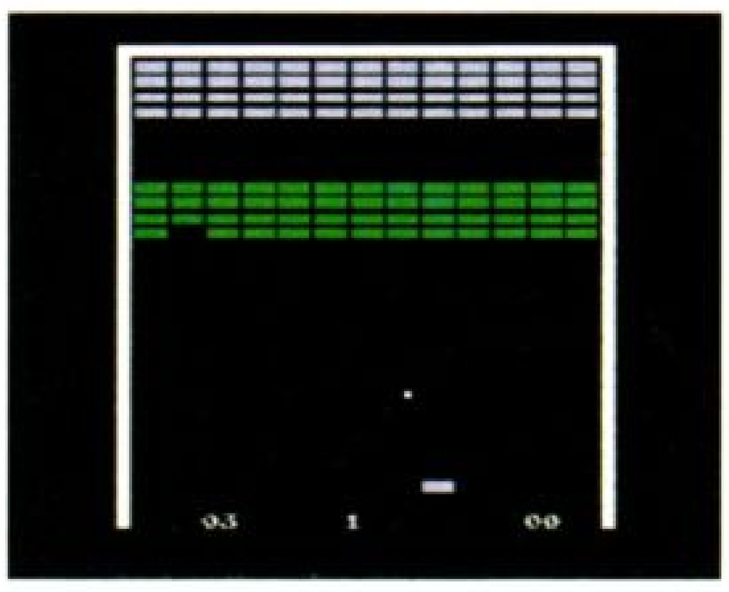
Super Breakout: The person who put the word "super" in the title of Super Breakout probably meant it as some kind of joke. This is easily the most simplistic version of Breakout we've ever played. Although the conversion is 100% perfect and the ball-bouncing physics are cool, the super-simplistic one-hit action makes this the crustiest Breakout-style game there is. Best forgotten, I think.

Missile Command: God, this game is tough. If ever proof was needed that modern games are way too easy, Missile Command would be the prosecution's star witness. Once again, the graphics are rather "functional" to say the least, with some blue and green "lines" being the limit of the Saturn's task. But, as even my mum could tell you, it's the frantic stop-the-missiles-hitting-the-cities action which puts Missile Command at the number one spot on many people's dewy-eyed arcade classics list. Criticism? It gets immensely tough after only a couple of minutes and the joypad control (instead of the arcade machine's trackball) makes the game even harder, but it's still one of Atari's all-time classics.

> [The person who put the word "super" in the title of Super Breakout was probably joking...]

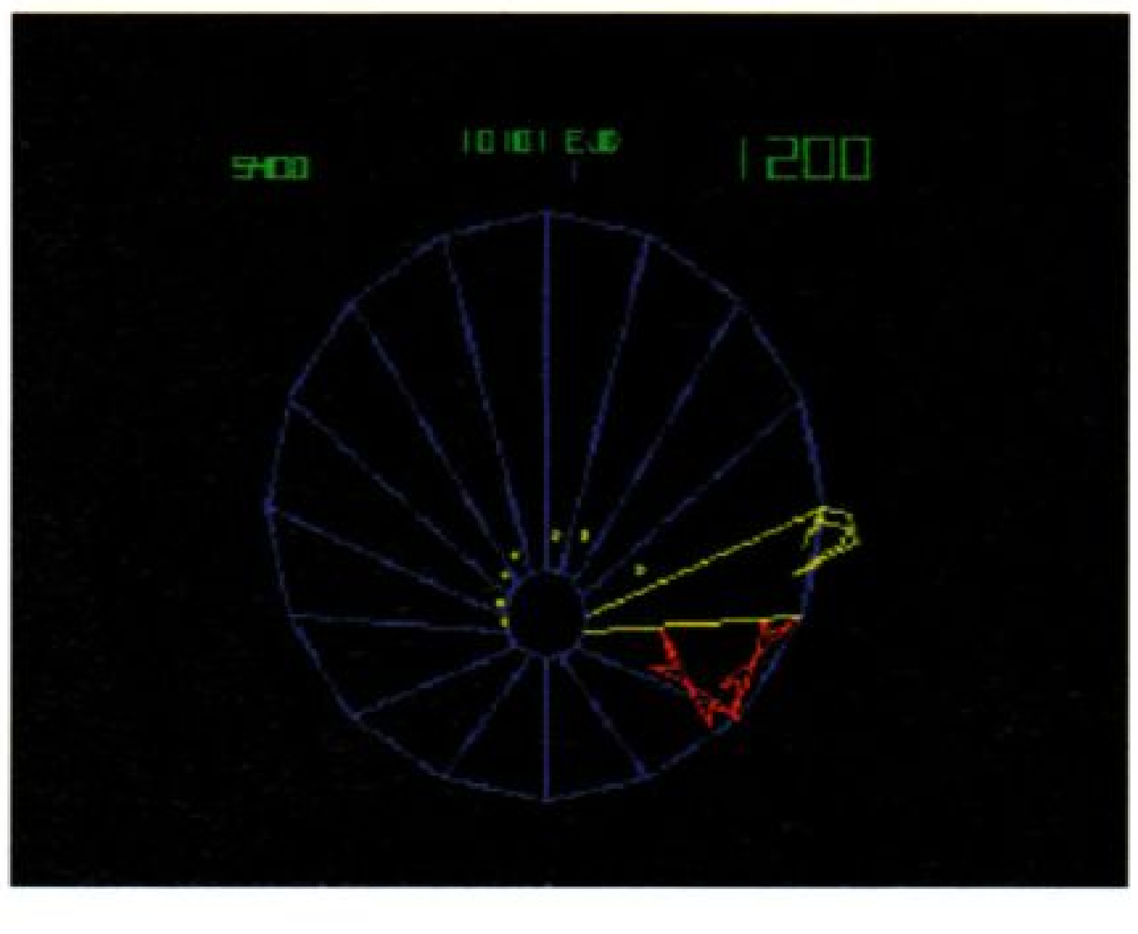


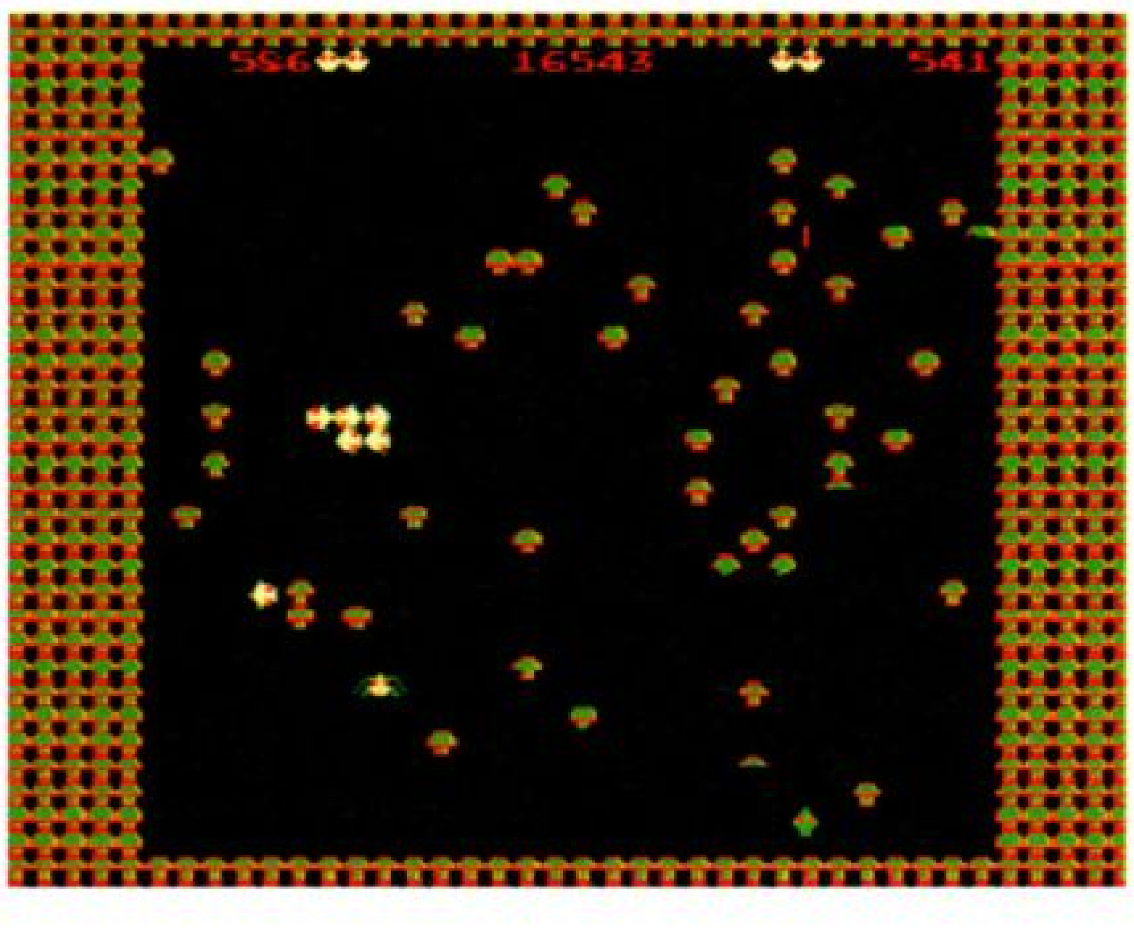


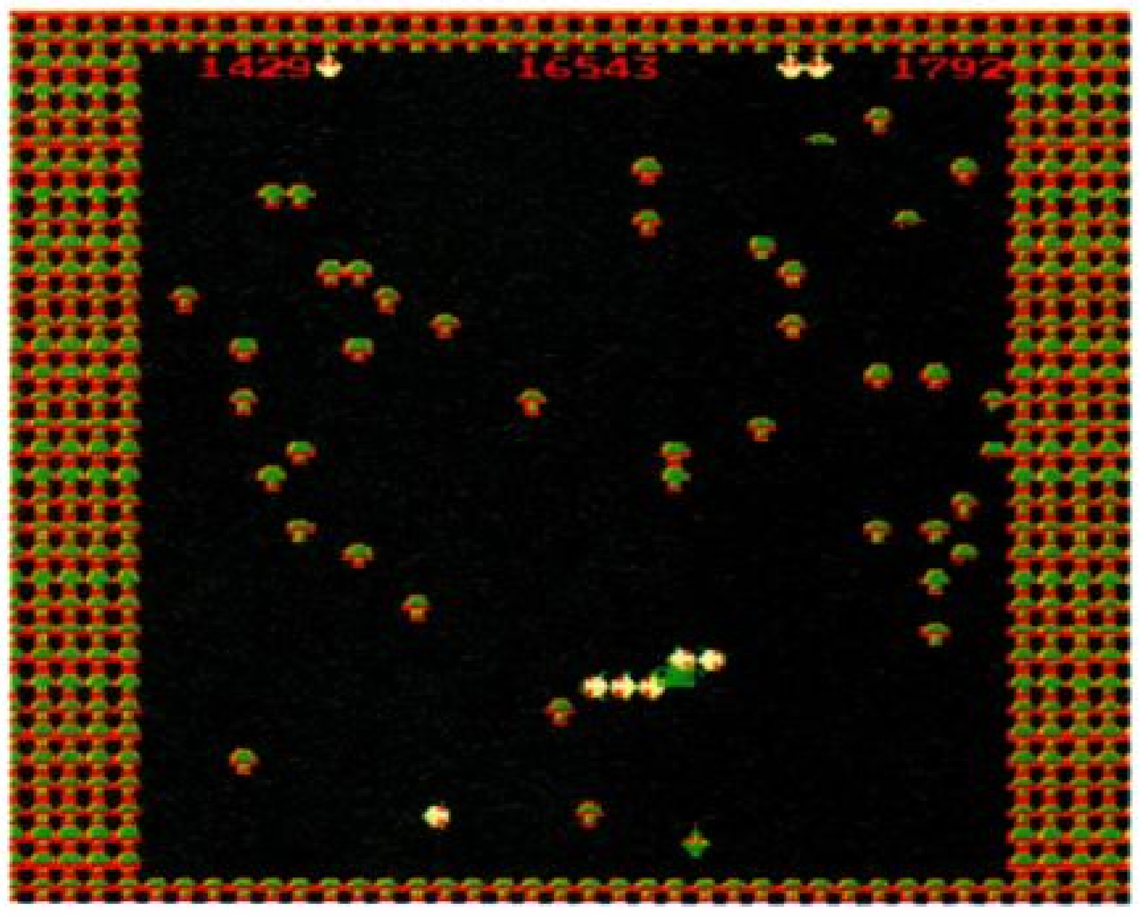


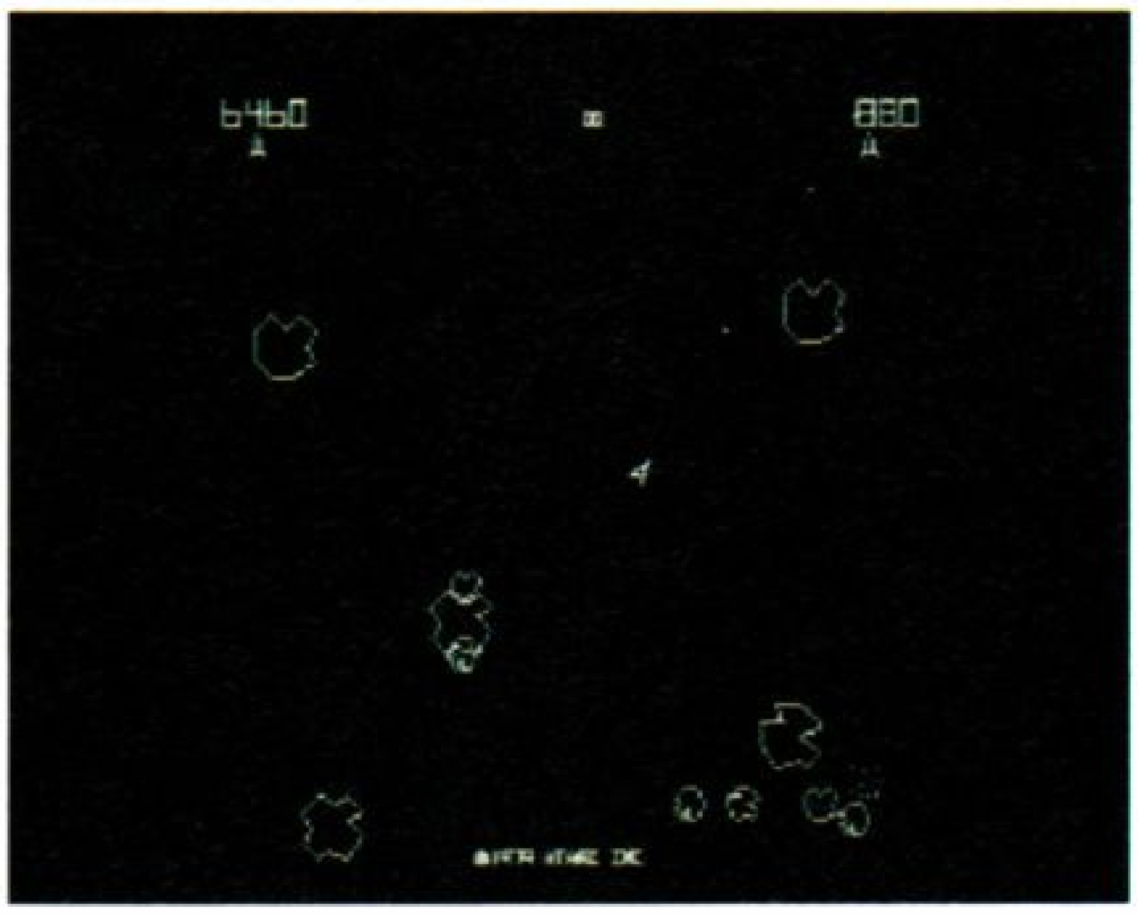
FEATURING VECTOR GRAPHICS!

In the days when even your dad could program a simple Space Invaders clone, these games were the cutting-edge of arcade technology - the VF3s and Scud Races of their day, if you will. But things, as these pictures show, have changed just a little bit in the last 18 years or so. Is Atari's Greatest Hits worth £40 of your hard-earned 1990s cash? Well, if you're under the age of 20, then no, probably not. But for aging, sad game addicts who reckon things were always better "in the old days" (the entire SSM team), it's a pretty decent record of the way things used to be. Just don't expect too much, that's all.



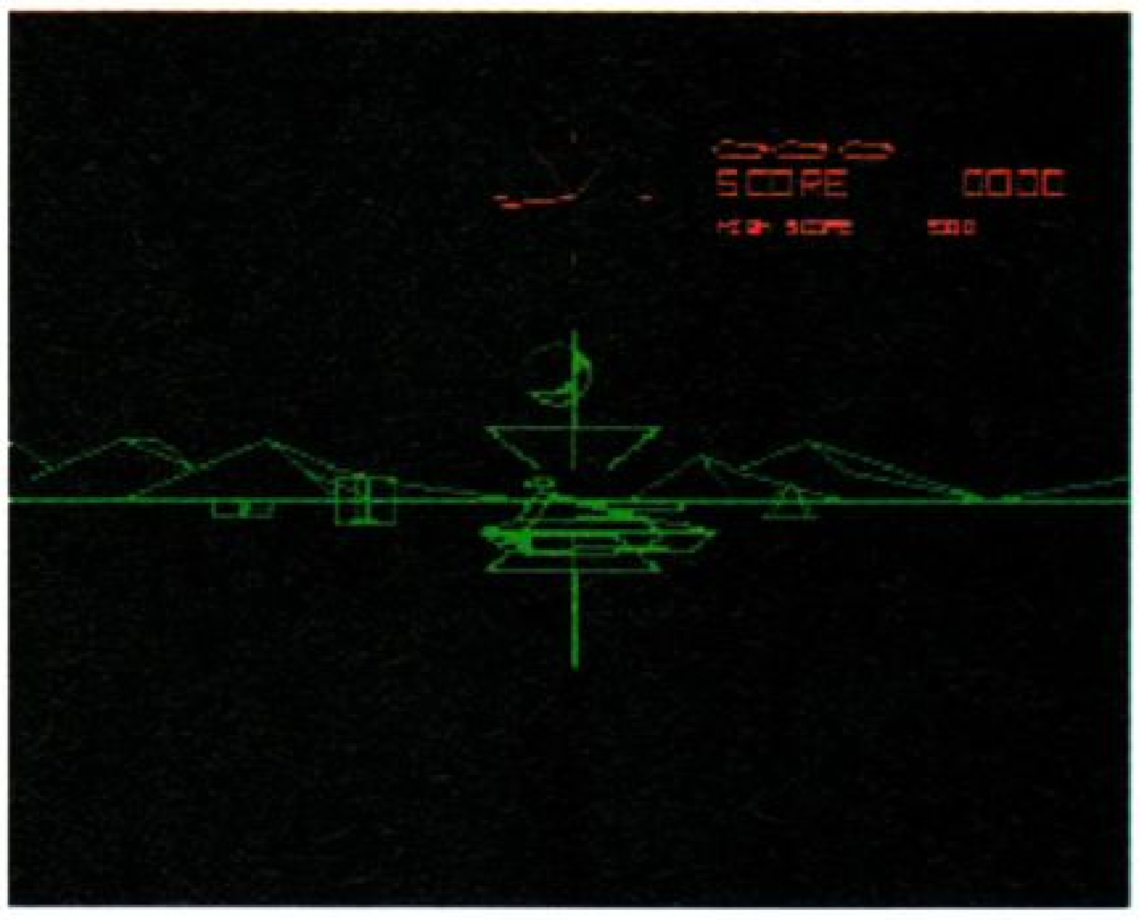


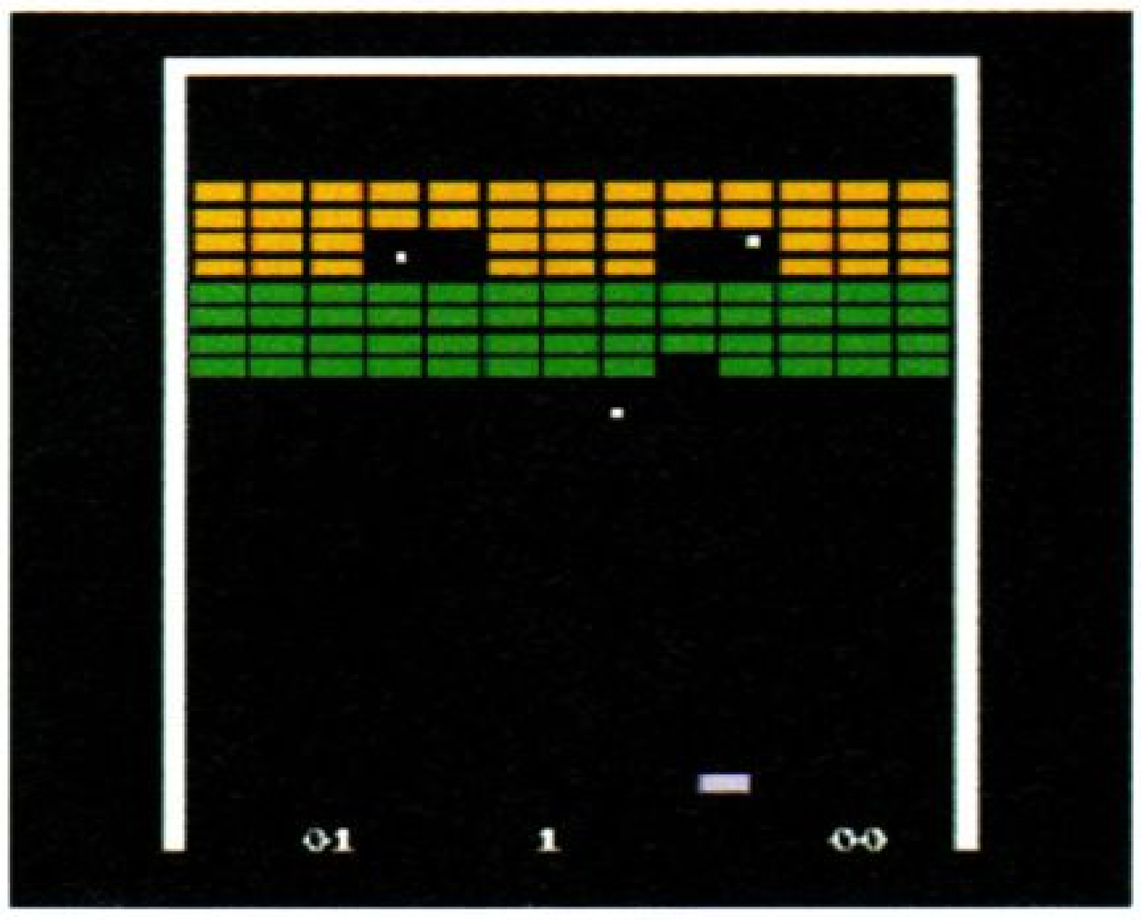


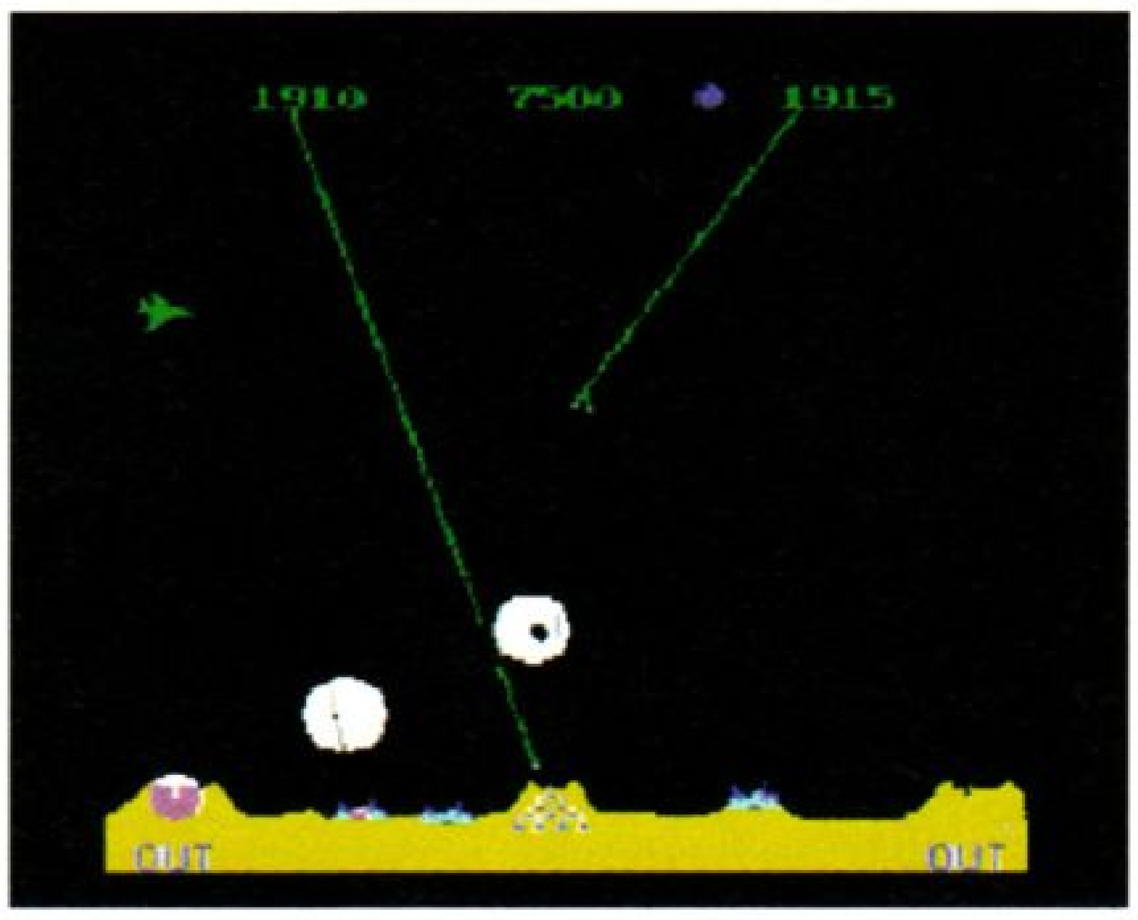


100% MACHINE CODE!

Thanks to the modern-day wonder of emulation, these ARE the arcade games and not just clever conversions. This means that the gameplay is exactly the same as we remember it (shrivelled brain cells allowed for), and there's no doubt that a lot of work has gone into creating this package, with a narrated history lesson and trivia section for each of the six games featured. Some of the games haven't aged too well, but I'll wager there are a good few people out there that would love to have their own perfect copy of Missile Command. Aren't there?







Asteroids: I'll bet money that Asteroids is the first videogame most of you ever played, so it's worth dishing out the cash just for the rose-tinted nostalgia factor alone. The graphics really are shockingly simplistic by today's standards, and the gameplay? Well, it's still quite fun to be honest, but the thrusting and blasting becomes boring pretty quickly these days. Worth having though, because it's one of the "founding fathers" of the modern games world.

Centipede: Space Invaders with a "novel twist". The novel twist being that Centipede is set in a garden, with bugs and spiders attacking the player. The best things here are the visuals - they're in colour! Centipede is another example of how outrageously tough these old shooters used to be, with some turbo-charged insects attacking after the first few levels. It's hardly cutting-edge stuff, but the old "beat-the-high-score" gameplay is here in bucket-loads, if you've got the motivation.

Battlezone: This game is really showing its age. Destroying tanks in a 3D vector graphics world might sound quite fun, but in the action-packed 1990s Battlezone is a pretty sedate and action-free experience. The innovative (for 1980) vector graphics probably had people scratching their heads wondering how such "realistic" environments were created, but in this age of Quake, Battlezone doesn't make the grade.

Tempest: Updated a while back as the psychedelic Tempest 2000, this original version lacks some of the smoothness and "flashy stuff" present in its descendent, but the gameplay is still there Along with Missile Command, Tempest is easily one of the highlights of the pack. The rules are quite difficult to explain - there's this tunnel with aliens racing along it towards you, and these aliens need to be shot. Hmm... deceptively simple actually. And yes, it's absolutely rock hard.

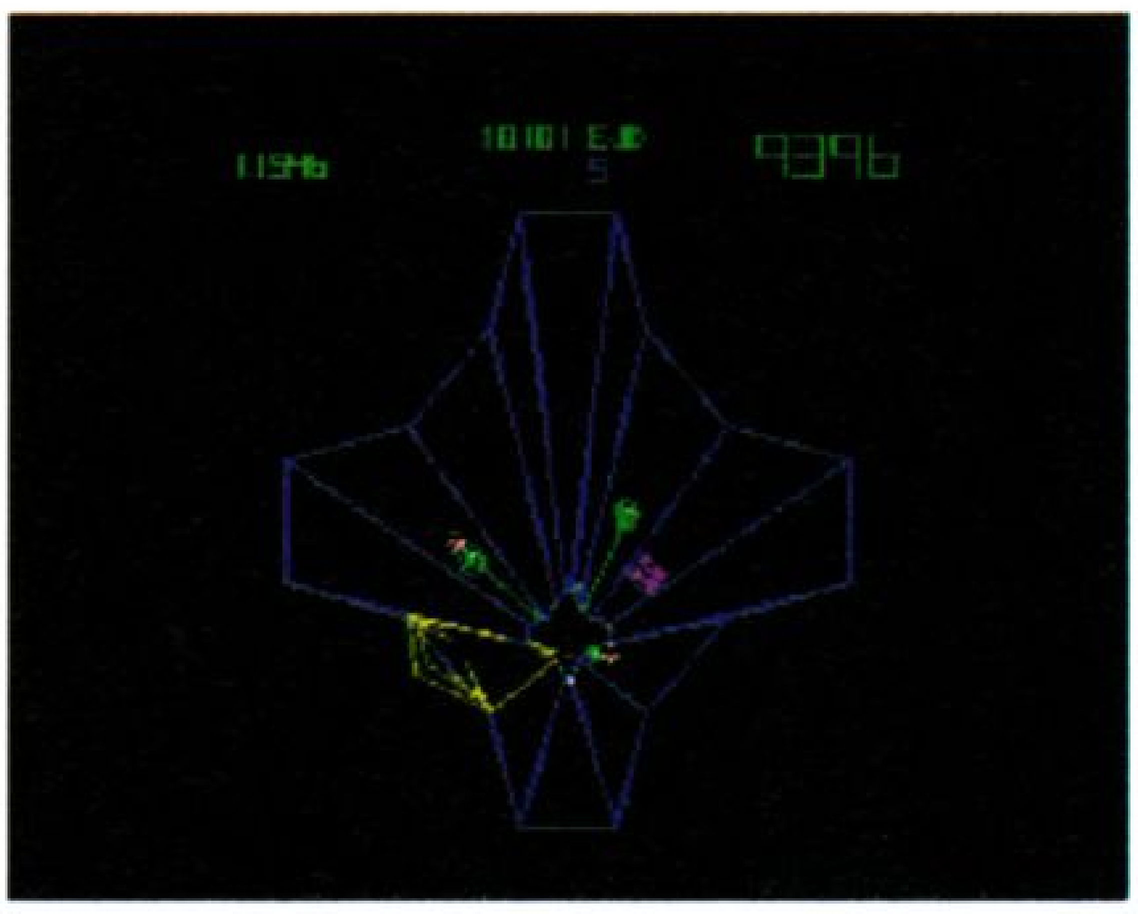
So, there you have it. The only concern I have with this pack is the lastability - how long will it take players to get bored with these antique blasters? For novelty value and the quick "blast from the past" factor it's well worth the money, but for players seeking long-term thrills and excitement, you have to ask yourself this question: do you want to play perfect versions of 18-year-old coin-ops?

GARY CUTLACK





▲ There's a history lesson for each game in this section.



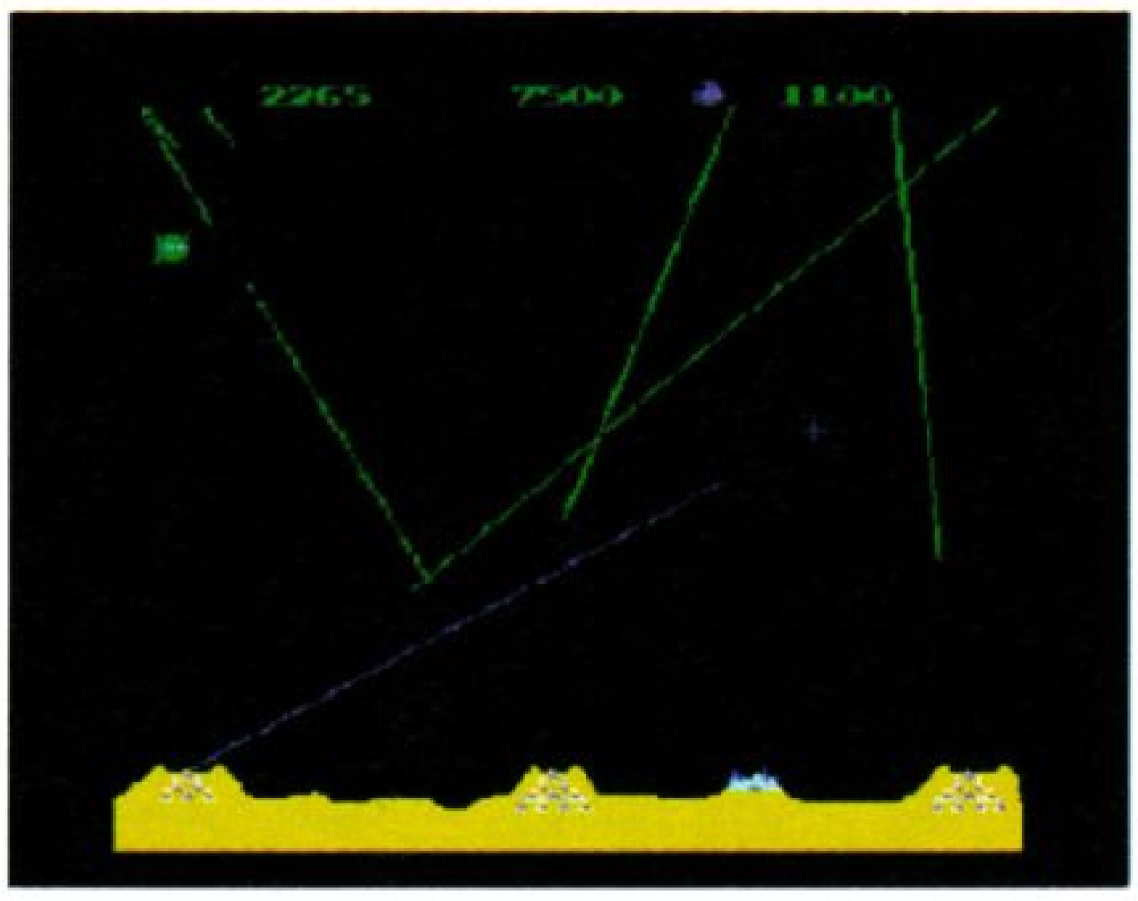
GRAPHICS	The days when green lines were exciting. They may look rubbish, but they were state-of-the-art in 1980!	41%
SOUND	Asteroids has some simple beeping noises. Battlezone has some simple beeping noises. Fans of simple beeps are sorted.	48%
PLAYABILITY	Games don't really get more playable than Missile Command and Tempest. The others haven't aged too well, though.	83%
LASTABILITY	Rock-hard games that are good for disciplined high-score-beating players, but adrenaline-fuelled gamers may be disappointed.	79%

OVERALL

Most fun for our "mature" readers who remember them the first time around, Atari's Greatest Hits is a decent history lesson.

80%

▼ These games bring back so many old memories, I half expect to hear my mum calling me down for tea!



BY	SEGA		
RELEASE	APRIL	PLAYERS	2
HARDWARE	PRICE	£TBA	
	STYLE	LIGHTGUN SHOOT 'EM UP	

With only a handful of quality Saturn titles set for release in '98, Sega's all-star arcade conversions have to be spot-on. So have Tantalus silenced their critics with a frightening finger-blistering blaster?



▲ Bloody Hell! HotD certainly isn't for the feint-hearted.

The House of the Dead



▲ Watch out for these blade-chucking buggers in the lab. They're lightning-fast and always attack in pairs.

There are many of you who have followed our extensive House of the Dead coverage over the past few months with obvious enthusiasm. After all, with many of Sega's Model 3 arcade games set for release on the new home system, it's only natural for Saturn owners to get worked up over the last remaining Model 2 conversion. However, many of our readers have already voiced their opinions regarding Tantalus' ability to produce a Saturn game worthy of AM1, worrying that House of the Dead would be impossible to replicate on a 32-bit system and predicting that Sega will have another Touring Car fiasco on its hands.

Sadly many of those fears have been realised, with the final PAL version of House of the Dead arriving in the office to a somewhat less-than enthusiastic reception. Now before you all get on your high horses and accuse us of hyping up what should have been a spectacular game, let's recap a few points. First of all the arcade version of House of the Dead is truly incredible. Here's a Model 2 game that pushes its hardware to the limits, delivering a gore-soaked, brown-trousered thrill ride that combines a Seven-style atmosphere with George A Romero's worst zombie



[The House of the Dead just doesn't pack the visual punch of its coin-op cousin.]







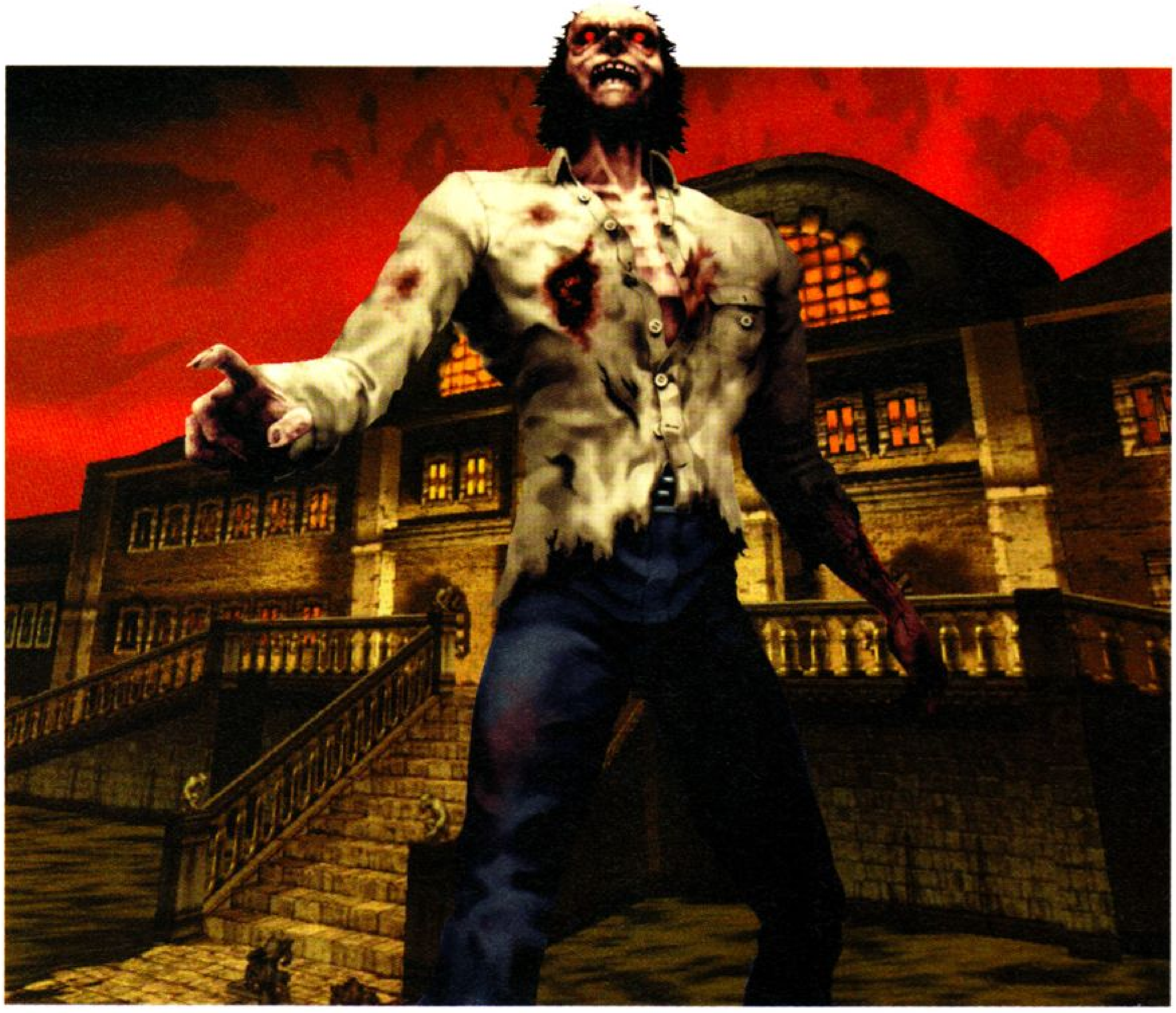
▲ Go for the headshot and an easy kill.



▲ Flaming zombies require loads of hits.



▲ Aaagh... it's that damn net effect again! What happened to smart Saturn transparencies?









nightmares. The Saturn is certainly more than capable of delivering high quality coin-op conversions, as well as classic lightgun shoot 'em ups, but Tantalus were always facing a nigh-impossible task.

Secondly, we make no apologies for hyping up forthcoming Saturn titles. We get just as excited as our readers at the thought of playing awesome arcade titles that are unavailable on other home systems and are equally frustrated when those games fail to live up to our expectations. As we've found out numerous times, Sega has a tendency to promise SSM that finished games will include "this feature" or "great PAL optimisation" and have failed to deliver. Although this isn't strictly the case with House of the Dead, the final game just doesn't deliver the powerful punch of its coin-op cousin.

The main problems that the game encounters are

HIDDEN HORRORS

Check out these screenshots. As you'd expect with a home conversion, Tantalus have indeed included a number of secrets for intrepid players to discover. Last issue we mentioned additional characters in the Saturn Mode, but we've been sworn to secrecy regarding the coin-op's blood codes and any other goodies that may be lurking within. Can you find 'em before we print 'em?











▲ The bosses might be impressive, but why are there still missing polygons, eh?



▲ Check out those scrappy textures. The words "rush" and "job" spring to mind...





A decent enough lightgun game, but is it a title Sega can really be proud of?





more a matter of hardware limitations and a short development period than sloppy programming, with scrappy background textures and intruding mid-level loading making for a very patchy game indeed. In fact the stop-start nature of the Saturn game is a direct contradiction to the coin-op where zombies loom out of nowhere at a frightening pace and where the action is unrelenting. From a visual standpoint, the Saturn version of HotD was never going to be able to compete with the near Model 3 quality graphics of the arcade game, but to their credit Tantalus have managed to include every single zombie and creature - even tiny moving sprites in the distance which can be blasted with accurate shots. There's definitely a feeling that HotD has been slightly rushed through its development as corners have obviously been cut. Even in the finished game there are annoying graphical glitches and missing textures that just make you feel that a few extra months of fine tuning would have delivered a much tighter product.

It's not all doom and gloom though, as Tantalus have taken the time to produce an impressive PAL conversion that zips along at an adequate 20 frames-per-



▲ Hit a zombie in the head and watch those eyes pop out!



▲ "Damn, another badly textured door to blast..."

BLAST 'EM ALL!

With only a handful of quality lightgun games on Saturn, fans of this genre are hardly spoilt for choice. However, if you're still desperate for a spot of Virtua Gun blasting action, here's what's on offer...

Virtua Cop — 94%



Still a classic despite its age. A faultless coin-op conversion that proved just how powerful the Saturn really is and what a talented bunch of folk those AM2 lot are.

Virtua Cop 2 — 95%



A superb sequel that nearly surpasses its predecessor in terms of gameplay and speed. Slightly let down by a rushed PAL conversion.

Area 51 — 72%



Another arcade-to-Saturn conversion, but this time the original coin-op is somewhat naff. Poor graphics and predictable gameplay aplenty.

Crypt Killer — 67%



A truly awful game that shows just how much Konami think of the European Saturn market. Fun for five minutes and then you'll take it back to the shop.

Mighty Hits — 67%

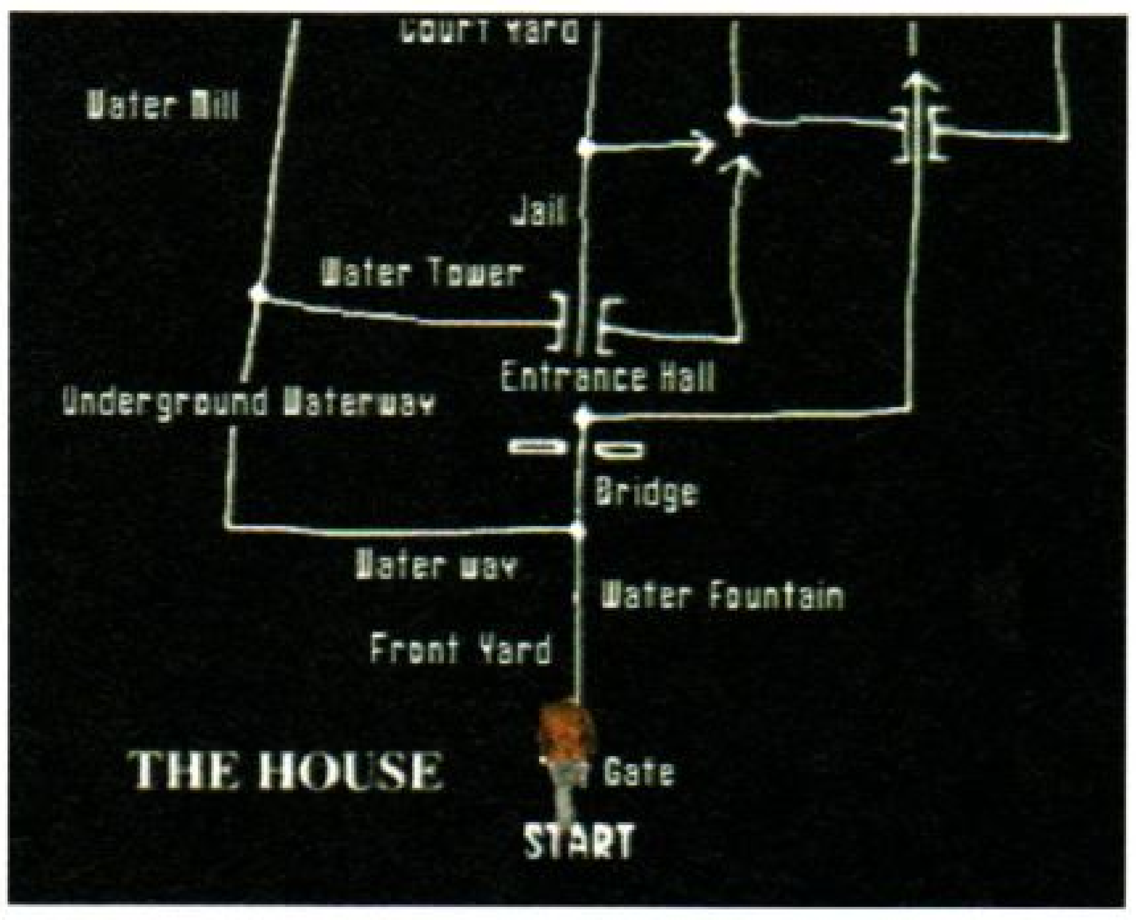


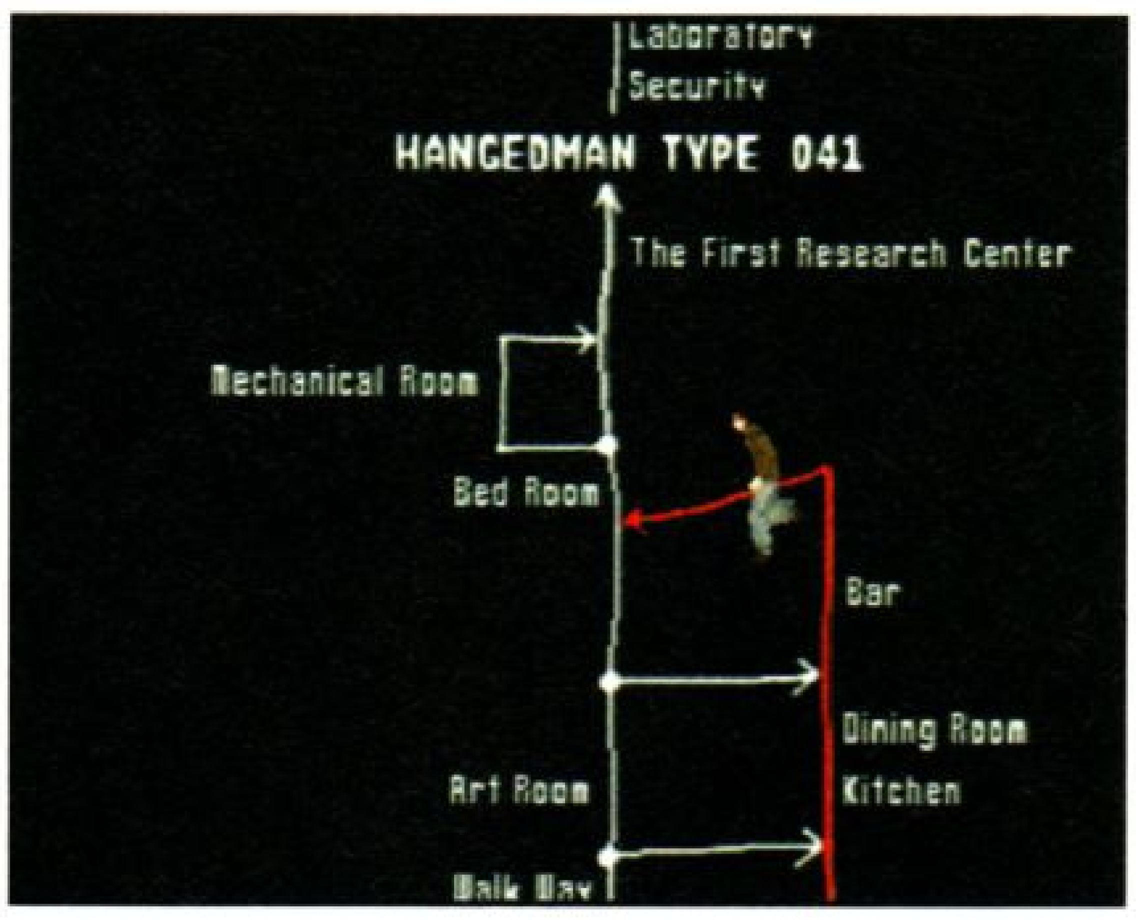
A collection of cute mini shooting games requiring no skill whatsoever. It may look life a laugh, but don't be fooled... this sucks.

Chaos Control — 56%



Officially THE worst lightgun game in existence. Buy this title at your peril! If you have the money to waste on this then you're a sorry excuse for a Saturn owner.

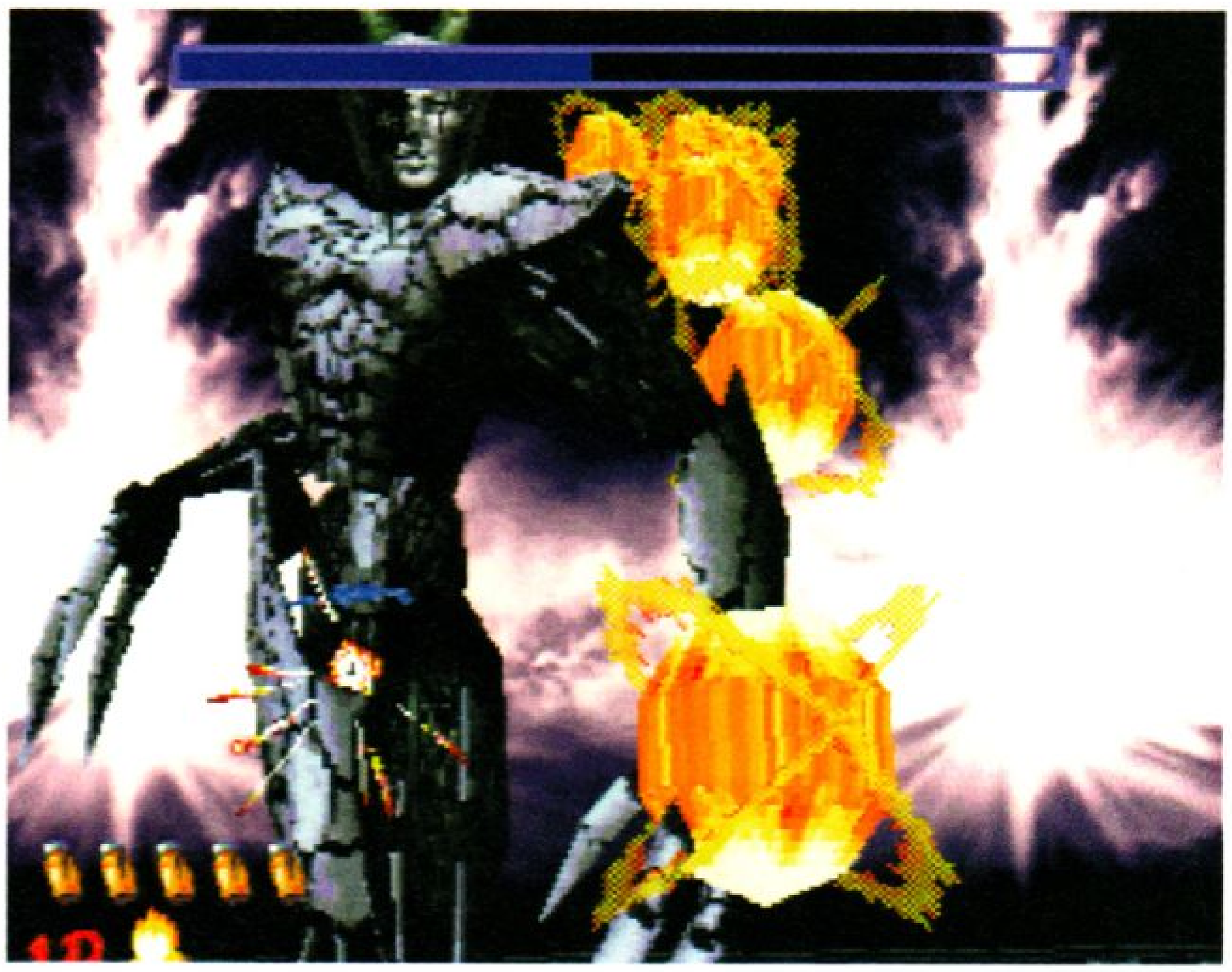




PATH OF FEAR

Just added to the finished PAL version of Hotd are these nifty level maps. As in the arcade game, when players lose all of their lives and continues, a black & white route map appears showing your progress through each level. The great thing about these maps is that the game's alternative routes are shown so that the next time you tackle a level, you'll know exactly where to find those elusive secrets! We'll be printing these maps and a full players' guide in a few issues time... so get practising now!





second. Borders have been reduced to a minimum and those of you with switched Saturns will hardly notice any improvements when the game runs at 60hz. Likewise, Tantalus have also had the foresight to attempt to improve the games' longevity by adding a few console-only features. The Saturn Mode introduces a number of extra costumes and abilities for players to select, allowing them to customise the game, making it as tough or easy a challenge as required. The Boss Mode is a time-based run through all four end-of-level guardians with only a handful of lives and no continues making this a real marksman's event. Yet these additions are purely cosmetic as there are no new levels or hidden routes to discover - features that would have made HotD an essential purchase. Heck, the PlayStation version of Time Crisis looked a little rough around the edges, but at least Namco took the time to include a totally new one player game as well as the original arcade experience.

Are Saturn owners so easily palmed off? We don't think so. Yes, the opportunity to play House of the Dead in the comfort of your own home is what we've all been waiting for, but when it arrives at a price is it really worth it? Don't get me wrong, I'm a massive fan of House of the Dead and that's just the problem. You REALLY want the Saturn version to be everything the arcade game is, but it falls way short of the mark. A decent enough lightgun game certainly, but a title that Sega can truly be proud of?

MATT YEO



▲ Exterior locations actually look pretty impressive.

GRAPHICS	All the coin-op creatures are present and correct, but scrappy textures and glitching polygons spoil the game's appearance.	**75%**
SOUND	The full range of arcade sound effects and BGM tunes have been included. Some hilarious voice acting and spooky atmospherics.	**90%**
PLAYABILITY	Tough as nails, but dead (sorry) easy to get into. Superior in two-player mode as later levels become extremely frustrating.	**89%**
LASTABILITY	You'll finish the arcade mode in a few hours. Extra features are welcome, but all-new levels would have been appreciated.	**80%**

OVERALL

A disappointing arcade conversion, but not without its merits. Still not a patch on its coin-op cousin though.

82%

▼ "Hi, I'm Dave and this is Chuck. We'll be your guides 'round the House of the Dead so feel free to ask any questions!"



BY	GT INTERACTIVE		
RELEASE	APRIL		PLAYERS
HARDWARE	PRICE	TBA	1
N/A	STYLE	STRATEGY	

Third party Saturn support may be drying up, but there's still the odd surprise lurking in the wings. Take the Bitmap Brothers' Z for example, a cool real-time strategy game from GT Interactive...

Z



▲ A change of setting for the later levels. Cool.





PC-to-Saturn ports are rarely met with enthusiasm here at SSM. The two markets are so vastly different, not to mention the hardware, that the games invariably end up getting a damn good slagging. But if there's one type of game that unites players in the spirit of multi-format brotherhood, it's the real-time war sim. Hence this month's coverage of the Bitmap Brothers' classic Z.

The beauty of Z is its stark simplicity. Starting off with only a couple of munition factories and a handful of foot soldiers, the basic idea is to amass a sizable army of troops, ground assault vehicles and gun emplacements before invading the enemy base of operations. It's hardly nuclear physics, but it does require brain power rather than balls-out bravado to formulate some devious and ruthless strategies. Sometimes it's worth sacrificing a small unit to draw the enemy fire away from the main thrust of your attack, whilst at times it's beneficial to use a more cautious hit and run tactic (see this month's Showcase on page 42). Basically, it's up to you.





▲ The excellent AI makes for some tough battles.

Given the lack of a mouse peripheral, we were somewhat concerned about the overall feel of the game being lost in the transition to the console. But this clearly isn't the case. The joypad control method is remarkably simple to get to grips with, allowing so much to be achieved with relatively little effort. Using the familiar point and click control interface, command-

> **[It's hardly nuclear physics, but Z requires brain power rather than balls-out bravado!]**

WHICH ONE?

The problem with such a plagiarised genre is that there are hod-loads of similar titles to choose from, which can be quite confusing for your average gamer. So which is most worthy of your hard-earned cash? Here's where you find out...

Command & Conquer - 94%
Probably the finest example of the war strategy genre, bar the sequel, which has so far failed to appear on the Saturn. Massive levels, utterly engrossing game play and some cool FMV sequences culminate in a classic title rivalling the very best games to emerge from Sega of Japan. It's that good.

Warcraft II - 91%
Taking a mediaeval slant on the C&C formula, EA's take on the C&C formula is big - like reeeally big. With over 52 levels and the PC expansion pack included, it provides a worthy alternative to C&C.

Z - 85%
A stripped down version of C&C, the Bitmap Brothers' Z forgoes the unnecessary harvesting and construction elements and focuses predominantly on the action. This makes Z more accessible to the average gamer, but lacks the depth of similar titles in the genre. Still bloody good fun though.



▲ C&C - the dog's bollocks. Honest!



▲ Warcraft II - almost the dog's bollocks.









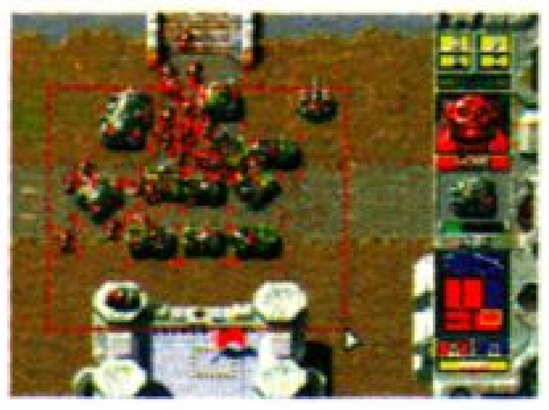
▲ Some cunning strategies are required to overcome the tough CPU forces.



▲ The graphics are detailed and well animated, but more functional than attractive.



▲ Only 20 levels, but they're full of action.









ing a single troop or manoeuvring an entire battalion is so easy, by simply highlighting what you want to command and selecting a target or destination.

The problem is, some of the later levels are absolutely huge, making it increasingly difficult to keep an eye on all your units at once. This is where the excellent artificial intelligence comes into play, with each of your units thinking for themselves when you're not around to command them - running or retaliating when under attack. The CPU forces are no slouch either, providing a stern challenge from the outset to even the most accomplished C&C veterans.

There are a few niggling irritations though, which prevent Z from entering a similar realm of excellence as C&C. There are only a paltry 20 levels, you can only play as one of the opposing armies, the loading times are terrible, there is no two-player option, the scrolling is occasionally quite jerky and whilst the game is more straightforward than C&C, it lacks the depth offered by the latter.

Despite these small gripes, there's no getting away from the fact that Z is a cool piece of software. It's one of the rare breed of games which are so simple to pick up, yet damn-near impossible to put down. The gameplay is totally engrossing and it'll have you hooked for days at a time. Just don't buy it expecting a Command & Conquer-beater.

LEE NUTTER



▲ Deceptively simple and totally engrossing.



▲ Some of the later stages are absolutely huuuuge!





GRAPHICS	Small, detailed and well-animated. But a bit crap really. The FMV cut-scenes are pretty cool though.	**55%**
SOUND	Erm... well there's no in-game music to speak of, but the explosions and so forth are adequate enough.	**40%**
PLAYABILITY	Easy to pick up, difficult to put down. The gameplay is utterly absorbing, though lacks the depth of similar titles.	**92%**
LASTABILITY	The 20 levels lack variety and there's no two-player mode. But the action is in real-time, so every game is different!	**80%**

OVERALL

Get over the crap graphics and you'll discover an engrossing strategy game which only just falls short of C&C.

85%

▼ Z is not the Command & Conquer beater we'd hoped for, but a damn fine strategy game nonetheless.



SEGA SATURN™ tips

So where are the Quake tips then? We're still trying to find the traditional god mode/level select options, and you've all discovered how to access the Nightmare difficulty setting on your own, so we won't bother with that. So what have we got for you this month then? Well, see below. Oh, and don't forget to send your tips and queries to: Where are the Quake tips you lazy bunch of losers?, Sega Saturn Tips Department, 37-39 Millharbour, Isle of Dogs, London E14 9TZ

LAST BRONX

Our six-month mission to find the Last Bronx cheats has ended! We can now sleep without dreaming of options, button presses and comedy weapons.

EXTRA DIFFICULTY SETTINGS

We'll start with the easy one. Simply loading the game more than **15 times** automatically brings up the 'defence' and 'berserk' difficulty settings.

OPEN MOVIES OPTION

Complete the game on Saturn mode without continuing, with the options set to their default settings. The short ending movie for the fighter should now appear. This has to be done for each fighter!

OPEN PICTURE GALLERY

This picture gallery is the key to opening the secret "stuff" in Last Bronx. Three pictures are available for each character. **Completing the game on all modes** (Saturn, arcade, time attack and survival) without continuing brings up the first picture for that fighter. Completing the modes on hard setting (without continuing) will bring up the second, while completing it on beserk (without continuing) brings up the third.











COMEDY WEAPONS

This is tough. All three gallery pictures need to be gained for a certain character before their 'comedy' weapon can be selected. Once you've gained all three pictures, **hold Left on the D-padpad** (for characters on the left-hand side) or Right (for characters on the right) while selecting that fighter. This only works for fighters who have gained all three gallery pictures.

REDEYE

Hmm.... apparently, completing the arcade side on default options with every character, will allow players to select Redeye by **pressing Up** at the character select screen. To be honest, even the mighty SSM tips department is having trouble checking this, so we'll have a Redeye update next month.

WINTER HEAT

Some good news and some bad news this month: the good news is that the man with the "haircut that time forgot" is available as a secret character in Winter Heat! The bad news is that we can only find him in the Japanese version at the moment...

JEFF JANSENS (JAPANESE VERSION)

To play as old afro-head, players need to register an 11 event **total score over 10,000** (easy-peasy). Then **hold down Top Left + Top Right** while selecting the eleven event mode from the main options screen. Jeff appears instead of UK competitor BB.







NASCAR '98

Fairly duff game, fairly duff tips as well. Never mind, we're sure that at least one person bought Saturn NASCAR '98, so just for you, here are a few tips:

TOW TRUCK

Go to the **race setup** screen and choose 'car select'. Pick Bobby Labonte or Kenny Wallace then hold **C and press Up, then Down** to turn your vehicle into the vehicle rescue tow truck.

FAT CARS

Go to the **game options** screen and highlight stereo. **Hold Z and press B, X, Y, followed by A and B simultaneously**. You should hear "Go Buddy! Go, Go!" Now start the race and **reset by pressing Start + A + B + C**. When the game reloads your cars will be twice as wide.

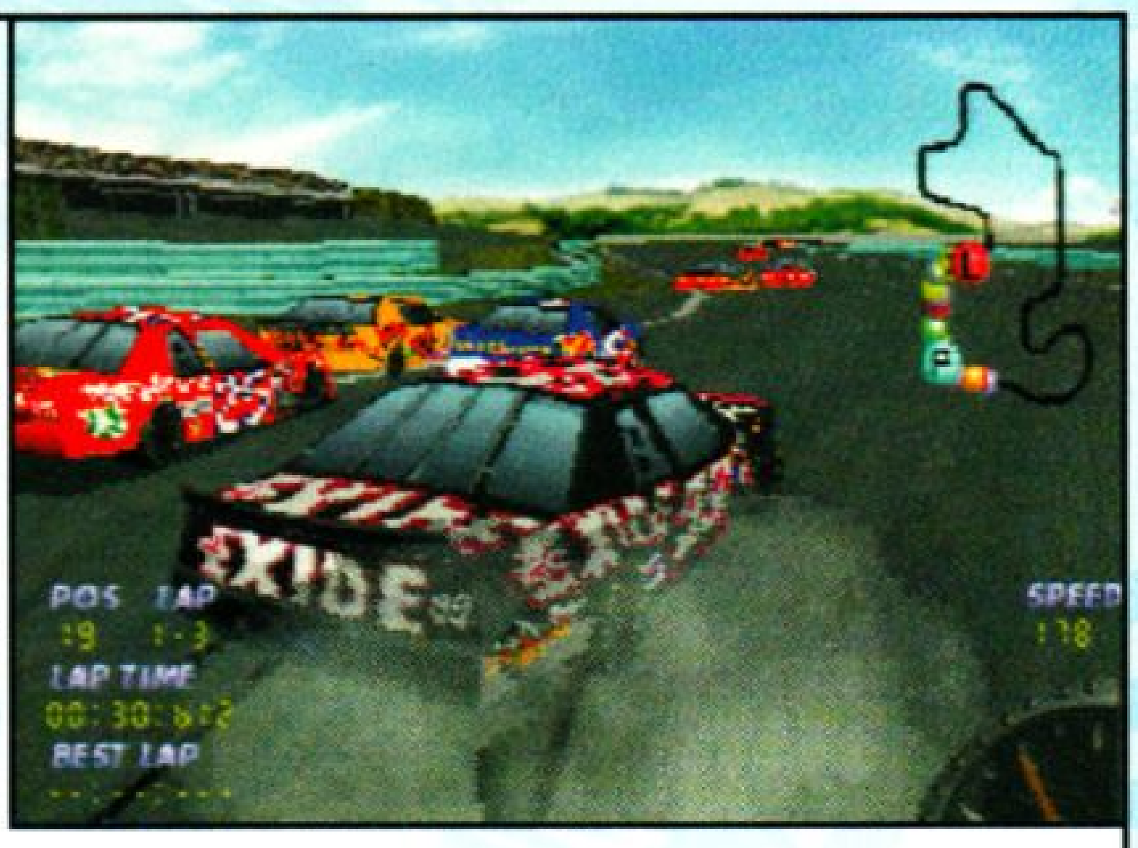




Quake, Quake, Quake! That's all you kids care about these days. Not NASCAR. Oh, no. NASCAR's not good enough for you!

WIREFRAME TRACK

Go to the **game options** menu and highlight 'control setup'. **Hold Z and press A, B, X, followed by A and Y simultaneously**. You should hear "Go buddy! Go, Go" again.



WIREFRAME CARS

Enter the wireframe track code and start the race, then **press Start + A + B + C** to reset the game. The cars should now be in wireframe mode too!

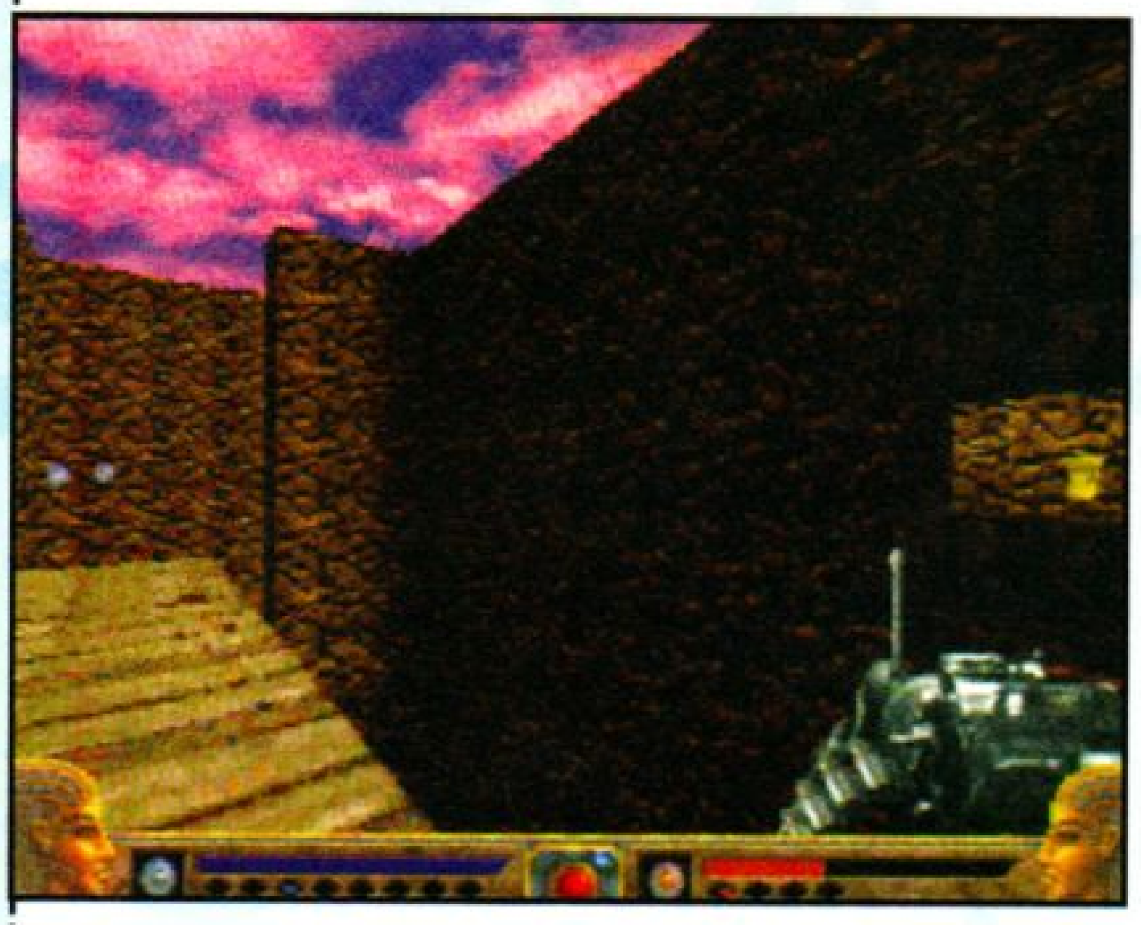
Q&A RETURNS!

This month: the Exhumed problem that EVERYBODY gets stuck on, Alien Trilogy, Enemy Zero and ooh... lots of other stuff too!

EXHUMED

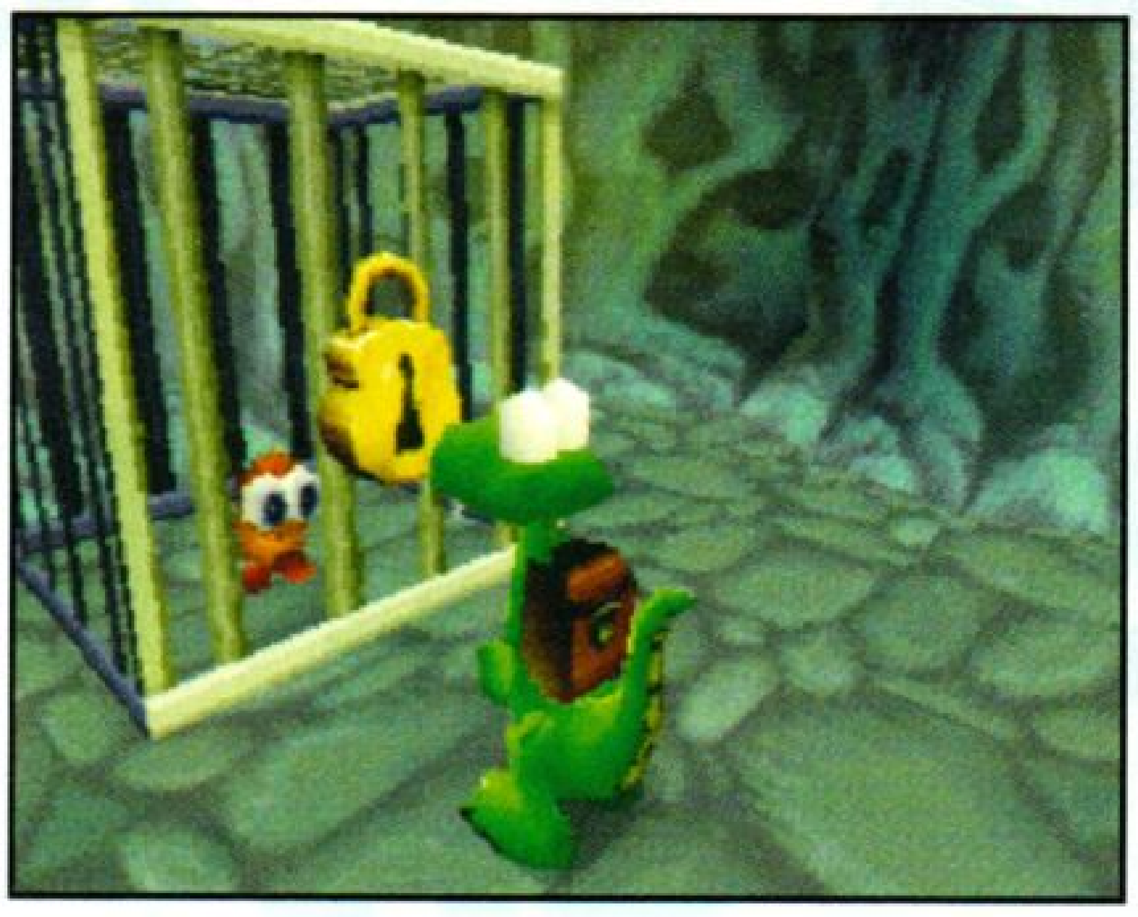
I'm stuck on the Nile Gorge level of Exhumed. I've tried everything, but the level seems to contain nothing of interest and there's nowhere else to go. Help!
J Easter, Milton Keynes

Hey, don't worry - we all get stuck on the Nile Gorge level of Exhumed - it's a fact of life! It actually requires a small "leap of faith" from the top wooden ledge. Where the platform comes to an end (and you can see the symbol through the hole in the wall), jump off the edge of the platform and float around the corner. There's actually a hole in the cliff hidden out of sight! This lets players obtain the symbol and open the door right back at the start of the level. Hey, it gets harder as well!





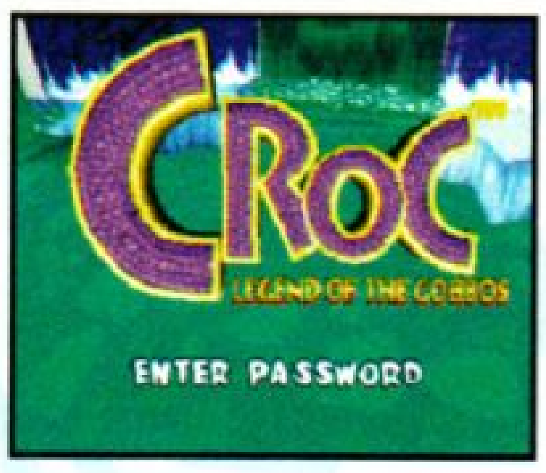




CROC

In issue 28 you printed a level select for Croc. The 'Enter Password' option came up on the screen, but no letters appeared to enable me to input the code. Is it just me? What am I doing wrong?
Julie Wasley, Worcester

Hmm... perhaps the Croc tips were a little bit confusing, especially for a girl (just joking). The password **(LLLDRRLLDRDLUR)** is correct, but it actually refers to directions on the D-pad, so it's Left, Left, Left, Down... etc. to be pressed at the password entry screen. Cool?





(Left) Players need to leap off the end of that platform, floating around the corner to the right. What a great game.

ENEMY ZERO

In Enemy Zero, I'm stuck in Kimberley's room, and can't seem to get anything to happen. What should I do?
Max Lister, Cornwall

For some reason, this section has confused quite a few of you. Connecting to Ronny and Parker will wake Kimberley up, and she runs out of the room when she sees the mess in Parker's place. To make Kimberley reappear (and to take you into the next section of the game) start talking to David. Not particularly obvious that, but it does the trick.







Alien Trilogy: the Saturn's fourth-best corridor game!



ALIEN TRILOGY

One of the games I have is Alien Trilogy. I have had it for a year now and I am desperate for some cheats. Please can you send me the tips?
Harry Johnston, Streatham

Well Harry, you're in luck. We do indeed have some cheats for Alien Trilogy, and hey, here they are!

And for maximum weapons, you need maximum ammo! Enter the password **F1LLMYPOCK1TS**.

For a level select, enter **"FLYTOxx"** with the **"xx"** being replaced by the number of the level you wish to warp to.

To make yourself invincible, enter the password **FVNKYG1BBON**.

To receive all of the weapons, enter the password **F1SH1NGFORGVNS**.

TOMB RAIDER

The level select you printed in issues 18 and 20 doesn't work. Can I have one that does please? I'm stuck and it's driving me mad!
Phillip Dawson, London

Here it is, officially, in writing - **THERE IS NO LEVEL SELECT IN SATURN TOMB RAIDER!** The problem we had at the time was with a pre-production version of the game that did have a level select cheat, but this was removed from the finished game. So, sorry.

GENERAL

Can you send me cheats for...
Anyone, Anywhere

We can't send stuff directly. Sorry. Please don't ask, and don't send us self addressed envelopes either, although we're always grateful for the free stamps.

PANZER DRA

THE COMPLETE GUIDE: PART 1

Panzer Dragoon Saga is an amazing game. So amazing in fact, that we awarded it a gargantuan 96% in the last issue of SEGA SATURN MAGAZINE. Of course, we've completed it. And completed it well. That puts us (well Rich actually) in the position of providing you with this exhaustive guide to this most incredible of videogames! Let's rock! We're going to start the guide at the Excavation level. If you can't figure out how to ride the lift out of the very first area you're beyond hope and clearly a warrior's game like Panzer Dragoon Saga is not for you! The more intelligent amongst you will probably realise that this guide will sort you out if you're having problems with the Cover CD!

ABOVE THE EXCAVATION

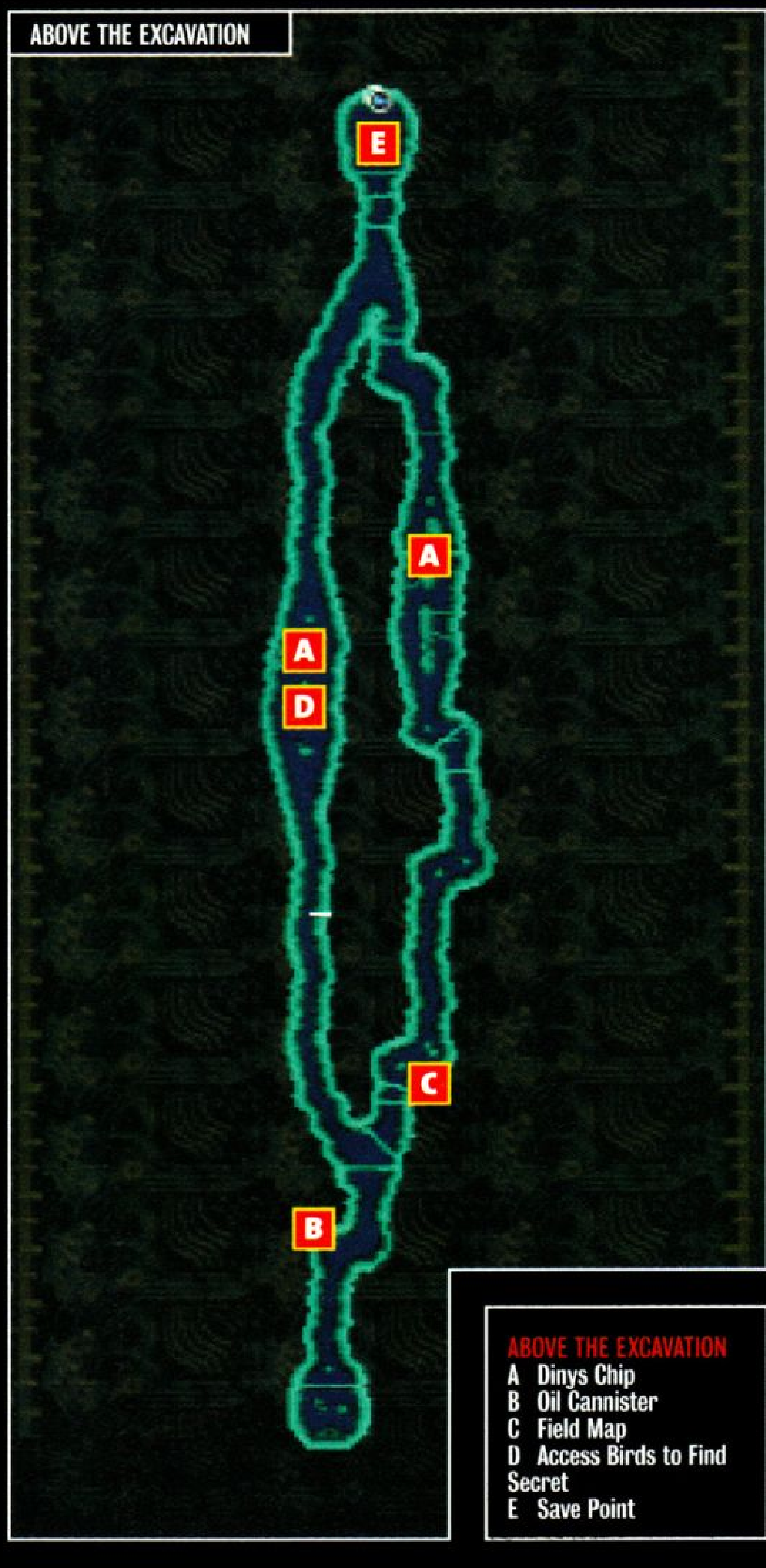
A simple level designed to get you to grips with the art of dragon control, the key here is to explore all the accessible objects, including the birds on the left fork. They lead the way to a super-secret area containing the first D-Unit. In actual fact I missed this secret right up until I completed the game! Don't make the same mistake. Once you've cleared this stage, you find yourself in the excavation itself. Check the crate right in front of you when you start and then check the body lying to the right. Curious eh? That rat bastard Craymen's gonna pay! Oh yes.







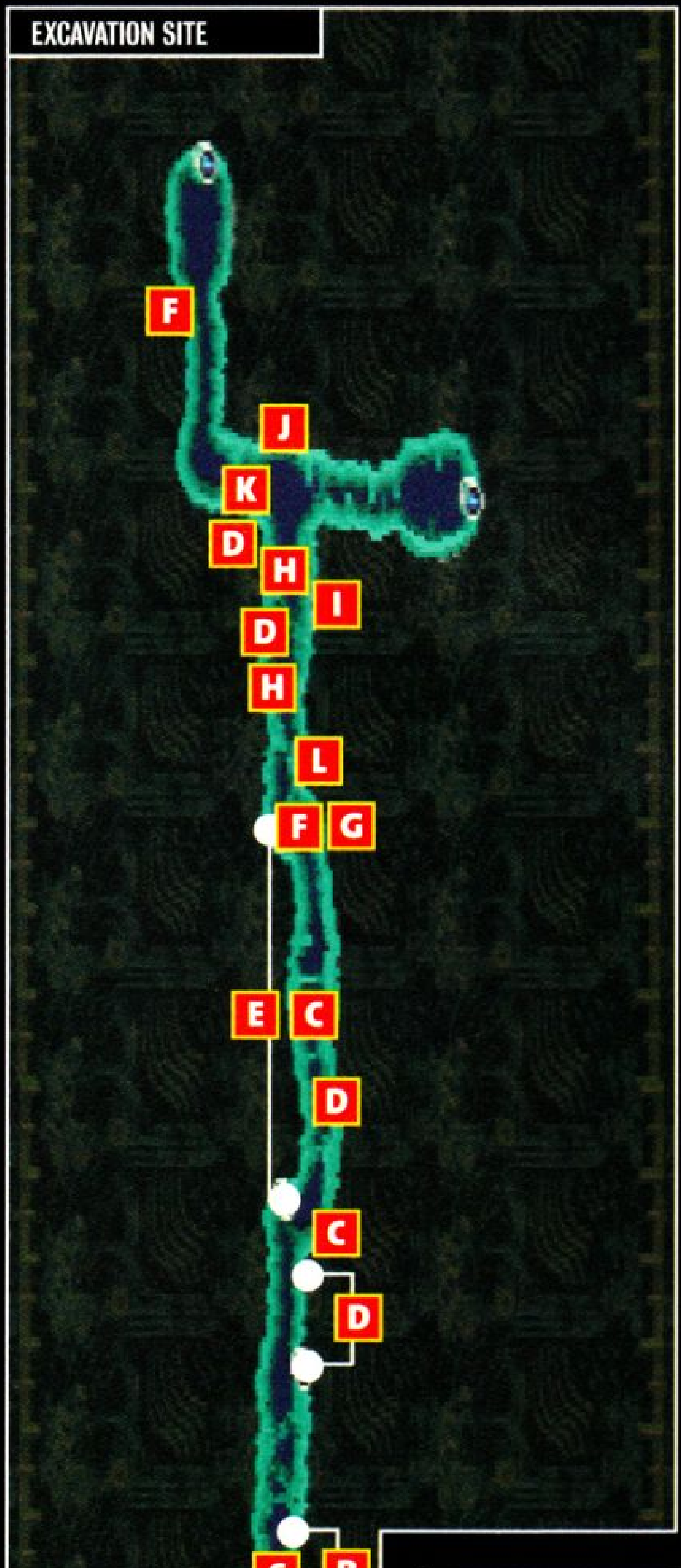
Once you've got a full Laser Rank meter at the end of the game, return and blast the canyon-mounted fans (left).



GOON SAGA

EXCAVATION SITE

Again, a very simple level. All you need to do here is go to the north, looting the area (and surrounding tunnels) for power-ups. At the northeast end of the level is a monster repellant trap - a whole bunch of fans that keep you back. Go to the west and into the cave at the far northwest to turn the fans off and progress. This takes you into the last valley area and then on to the first boss.



EXCAVATION SITE
- A Telepathy Shard
- B Free Action
- C Elixir Minor
- D Dinys Chip
- E Elixir Medis
- F Gara
- G Revive
- H Panta Dig
- I Blast Chip
- J Gem Stone
- K Save Point
- L Field Map

THE VALLEY

The third level of the Excavation Site has little exploration and is more of a battle royale as you take on the Baldor Queen Boss (twice). Follow the tips below and you're guaranteed an Excellent! rating, oh yes. Remember you can take a shortcut through the waterfall. Do so only to get the objects then double back and go the long way. You get more objects, see.

BOSS ONE: BALDOR QUEEN

This is a really easy boss to defeat, even if you're still a level one warrior. At the beginning of the fight, concentrate your lock-on lasers on the weak point of the beast, until it spews forth its mini- creatures. Then dart around to the back of the creature, switch to your shots and keep on targeting the weak area. When the mini-creatures cross over to join you, dodge around the back again and repeat the process. Easy. You have to fight this guy again just a bit later on, but the exact same tactics get you through.

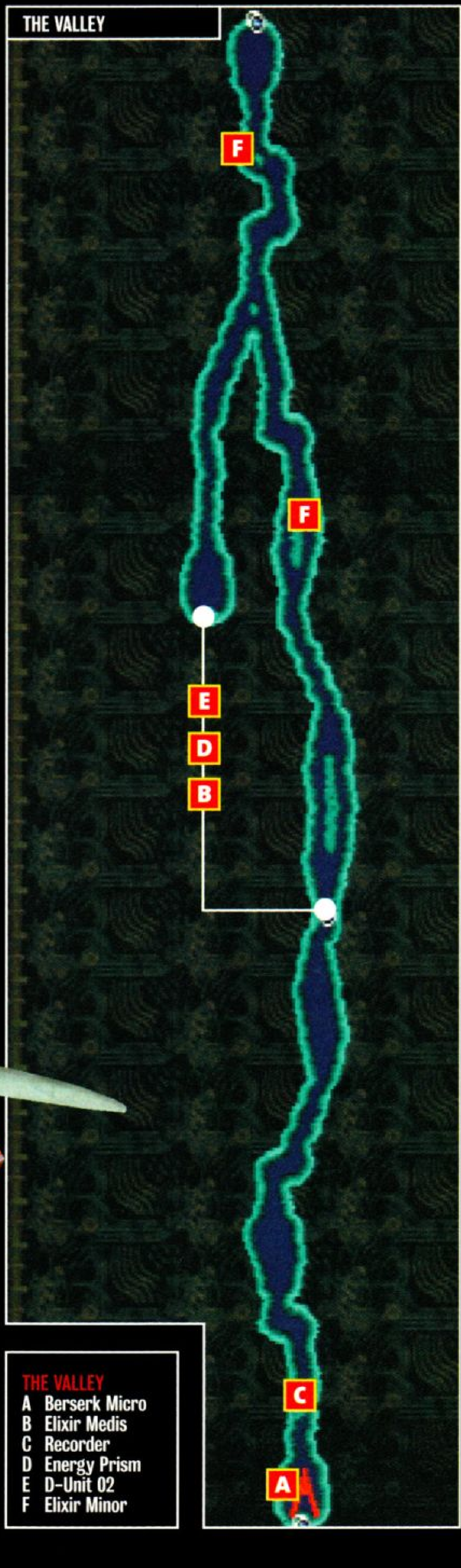






BOSS TWO: ARACHMOTH

After emerging from the valley, you're flung headlong into ANOTHER boss confrontation, this time with the considerably deadlier Arachmoth. Once again, the key to a quick kill here is to concentrate on the weak area. Go left as far as you can and when the beast turns to face you, dodge around the back and let rip with the lock-on lasers. Repeat the process until Arachmoth charges you. Now power-up your attack level berserk power and finish it off. Just a few turns should do the job...



THE VALLEY
- A Berserk Micro
- B Elixir Medis
- C Recorder
- D Energy Prism
- E D-Unit 02
- F Elixir Minor

THE DESERT

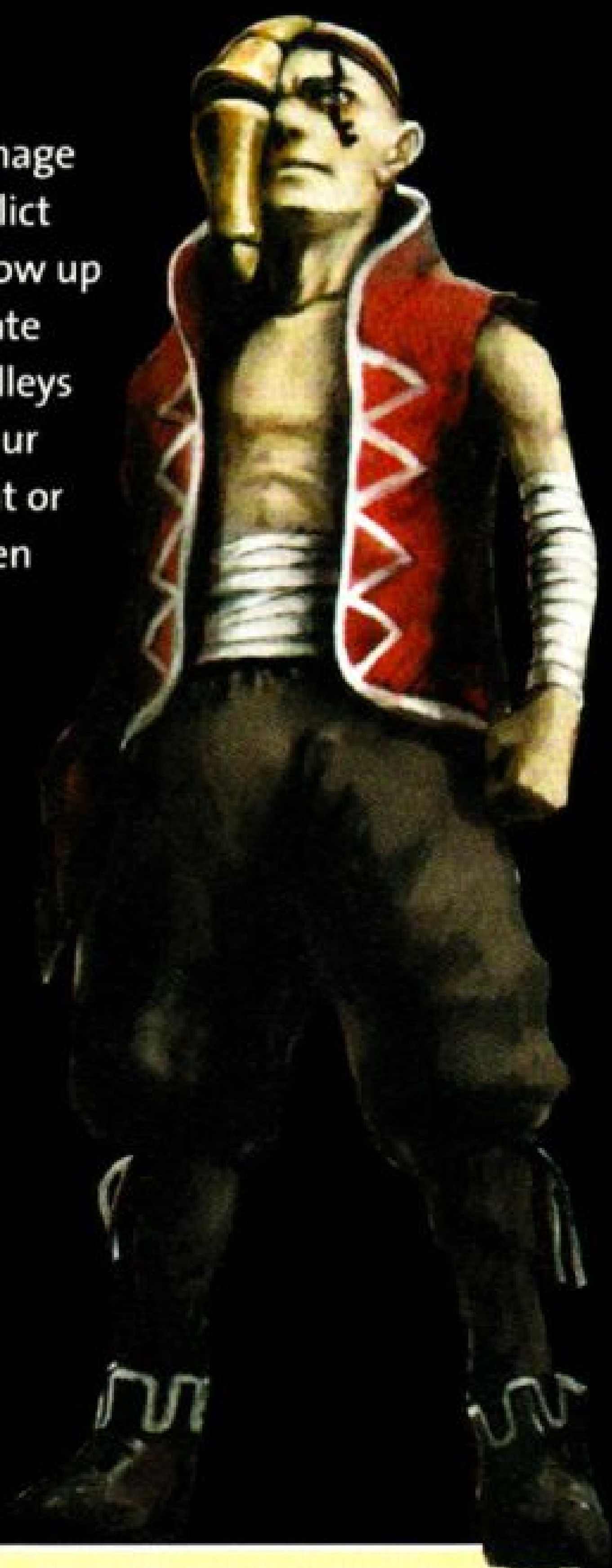
This poses a slightly larger problem in the form of more complex puzzles, and also gives you a couple of secret areas to locate on the first two areas (there are three sections to this level in all). The key here is simply to activate the means for opening up the passages to the next stage. The maps have all the answers. In terms of solutions to the secret areas. In the first area fly underneath the arches to bring a new worm into view. This exposes another exit. On the second stage, there's a worm trapped in a sand vortex. Access it to rescue the poor little thing and it'll open up a new exit with a lovely power-up to access.

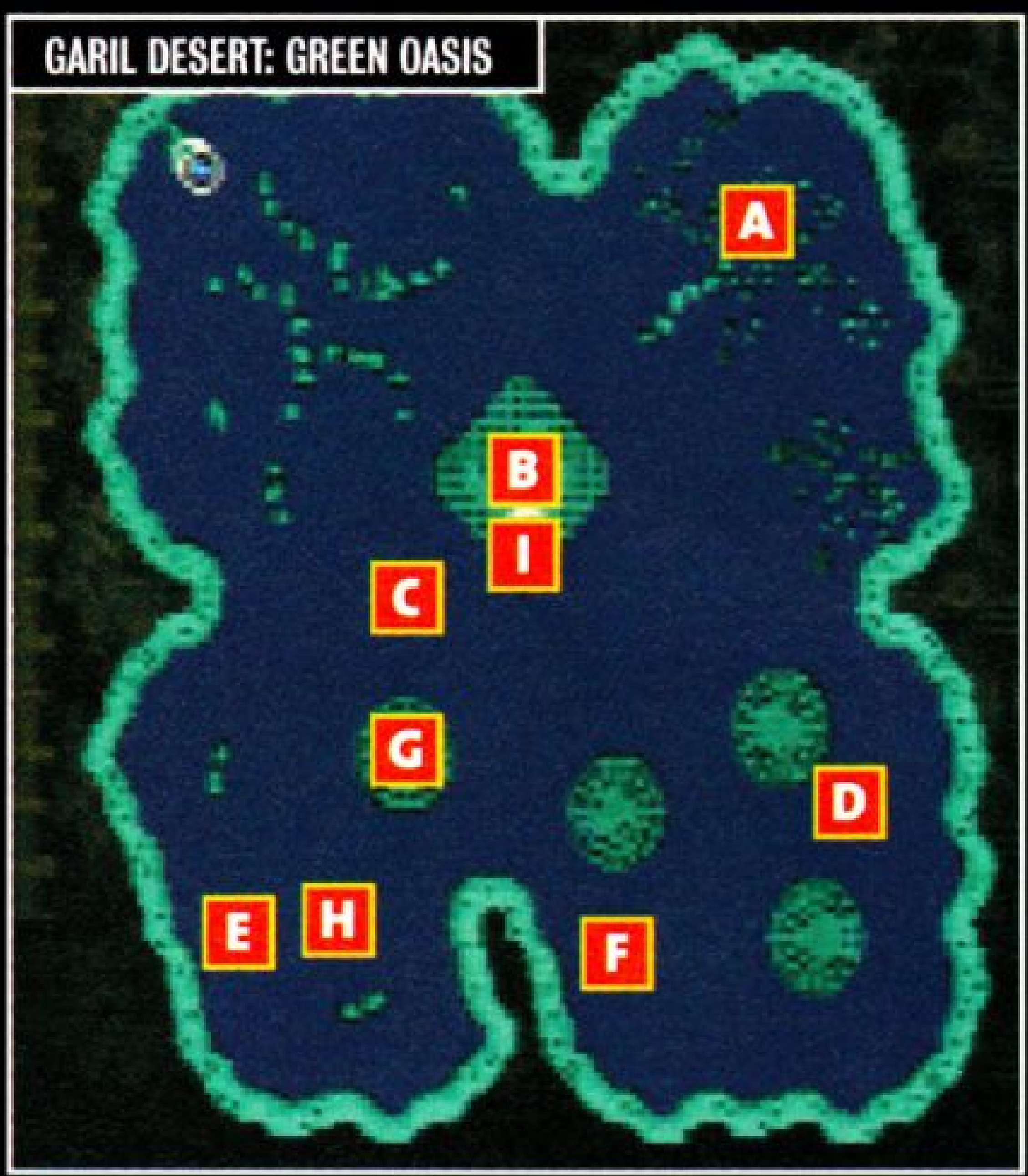


GARIL DESERT: WORM ZONE
A Field Map
B Elixir Medis
C Telepathy Shard
D D-Unit 03
E Free Action
F Elixir Minor
G Fly Under Arches
H Shield Chip in Passage After G is Accessed

BOSS: LATHUM

You can't help but sustain some small amounts of damage with this beast, but if you mess up the timing, he'll inflict massive damage. Perhaps lethal! Use the lock-on to blow up the beast, revealing its pink weak spot. Now concentrate your shot fire on this weak area. You can get in two volleys before the creature attacks back. After you've taken your shots, move opposite to your firing position (press right or left twice). The damage at this position is minimal. Then just move back around and continue the onslaught. A mucus shift covers the weak area. Just repeat the process.





GARIL DESERT: GREEN OASIS
A Access to Open B
B Access to Reveal Exit at A
C Elixir Minor
D Dinys Chip
E Elixir Medis
F Berserk Micro
G Rescue Worm Here
H Rescued Worm Gives Access to Mauler
I Save Point





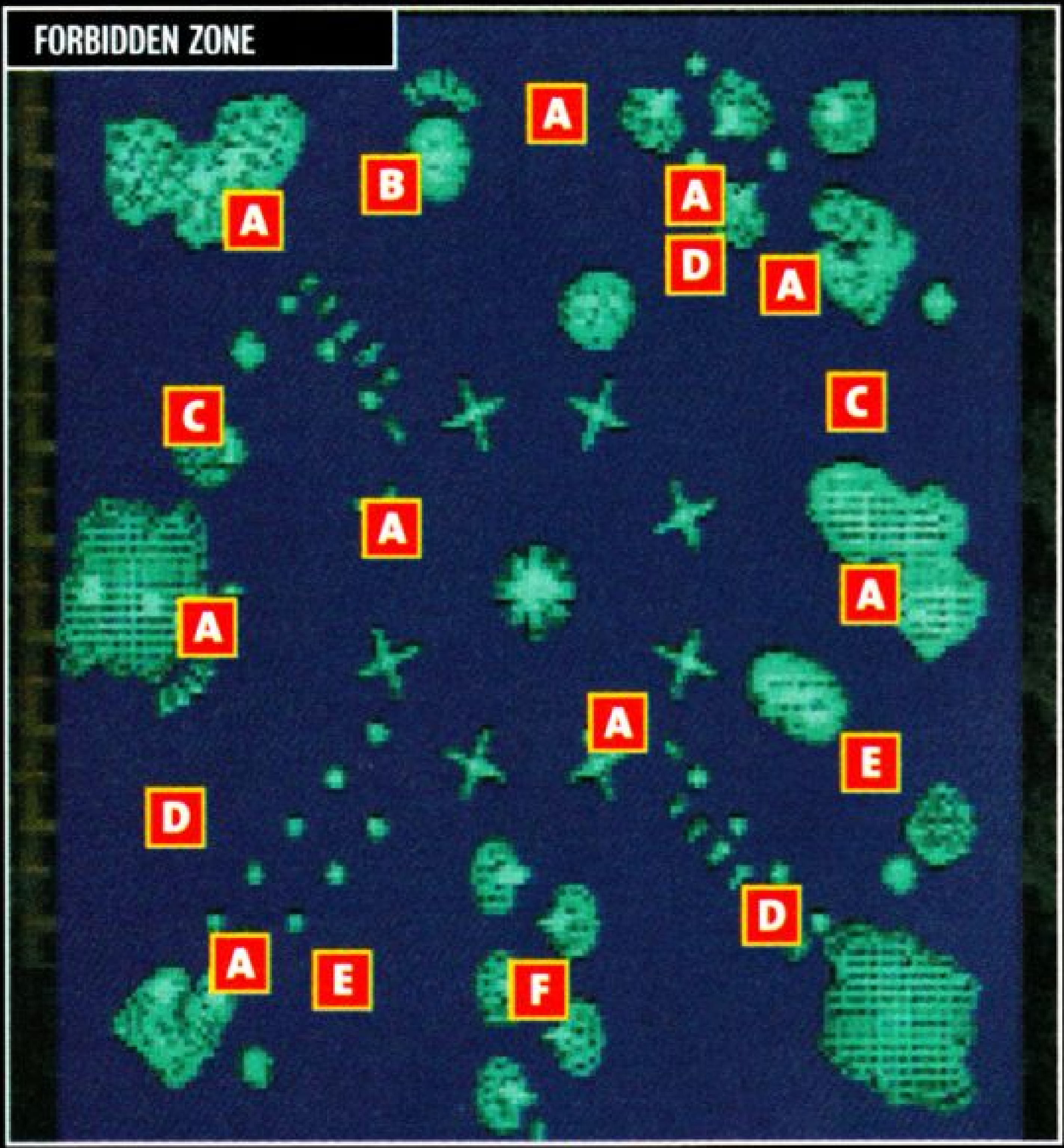
An erection to the northeast of this point is the key to opening up the chasm that lurks beneath this stone structure.



GARIL DESERT: BLUE RUINS
A Dinys Chip
B D-Unit 04
C Break Open to Reveal Exit to Boss
D Elixir Minor
E Berserk Micro
F Elixir Medis
G Save Point

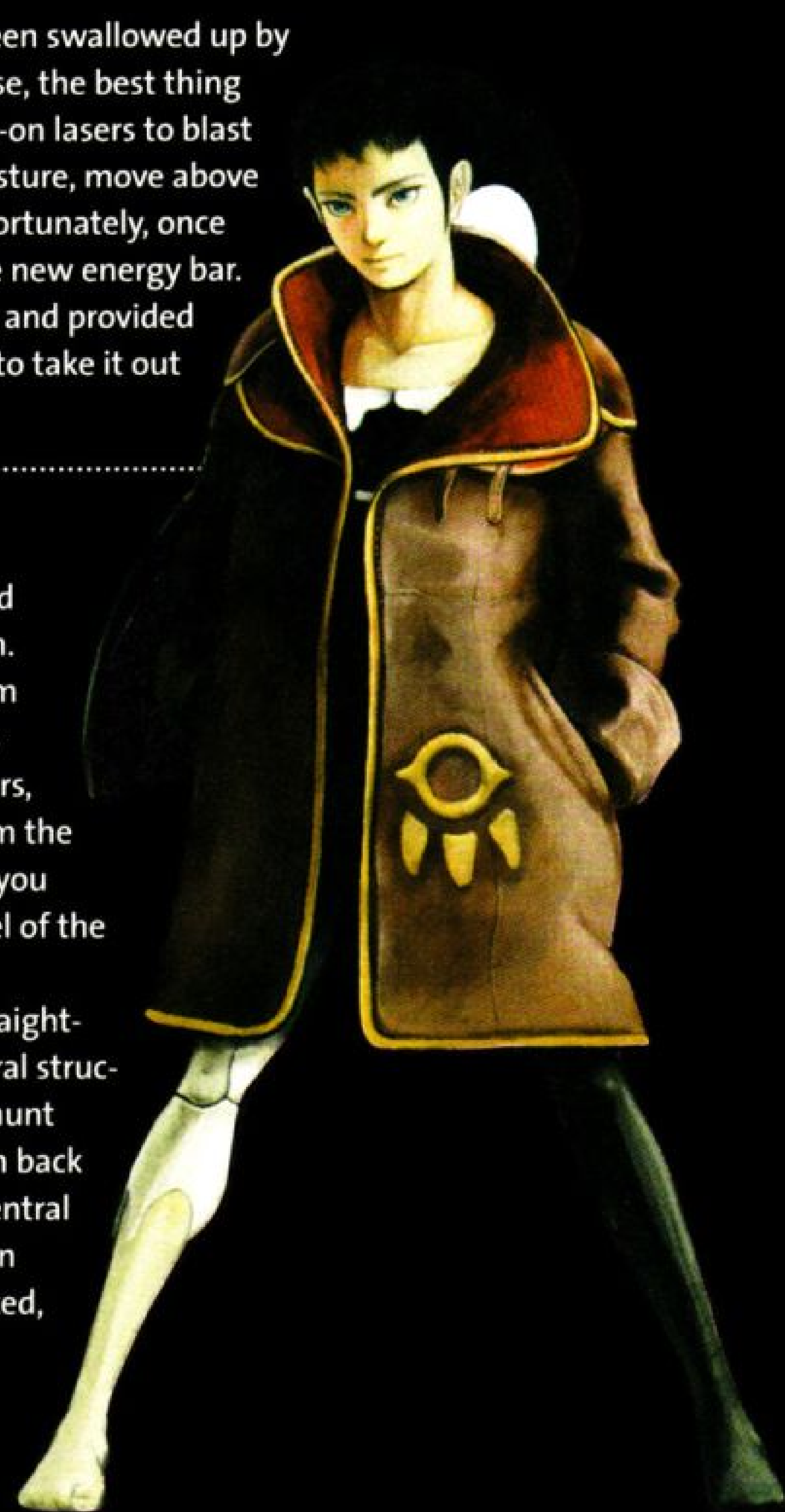






BOSS: CAVE CREATURE

Use lock-on lasers until the small blue beast has been swallowed up by the larger one. Now the fight truly begins. Of course, the best thing you can do is to stay under the creature, using lock-on lasers to blast the weak spot. When it switches to a defensive posture, move above it and left rip with a spiritual berserker attack. Unfortunately, once defeated, it merely changes form and gets a whole new energy bar. It's far more offensive, but leaves itself more open, and provided you have some elixirs at hand, you should be able to take it out with little effort.



THE FORBIDDEN ZONE

After rescuing the seeker (the unfortunately named Gash), he'll reveal the way to the travelling caravan. Fly there and speak to the inhabitants. One of them shows you the way to the Forbidden Zone which is your next destination. Once that knowledge is yours, you're also free to buy new weapons and stuff from the shop. Don't buy a Mauler. It's a good weapon, but you should already have one from the Green Oasis level of the Garil desert!

Fly to the Forbidden Zone. The job here is really straightforward. The cut-scene shows the keys to the central structure being sent out across the level. Your job is to hunt them down and access them in order to send them back to the structure. Once you've done so, check the central structure and you'll be warped to the confrontation with Craymen's Elite Guard. Once they're defeated, Edge's examination of his nemesis' defeated craft is cut short by the arrival of Azel and her mighty dragon, Atolm. This is the thrilling conclusion to Disc One!

FORBIDDEN ZONE
- A Key to Central Structure – Access All to Progress to Boss
- B Telepathy Shard
- C Gipson Lens
- D Shell Plate
- E Oil Cannister
- F Save Point













Locate the security keys to the centre structure, dotted around the level. Access them...





...and watch them fly! Once all keys are in place, you're ready for an awesome boss fight!

BOSS: CRAYMEN'S ELITE GUARD

This attack takes the form of two waves of assault. The first wave is Craymen's minions in their crappy little assault vehicles. These guys are so easy to beat, it's an insult to your intelligence to proffer tactics. Craymen's ship is a little more problematic. He has side-mounted tracer cannons and a mighty homing mine in the back. The best tactic here is to stay behind his ship until the back opens up, then switch to the side and rain in the lock-on lasers until the mine is launched. Once it has launched, nip around the back again and repeat the process. He might duck under the clouds to load up more mines, but it's no hassle really. Just keep on firing and resume your tactics as normal as soon as he surfaces.



Craymen's Elite Guard is small fry compared to the horrors of the battle with Azel and Atolm...

BOSS: ATOLM, THE VERY FIRST CONFRONTATION

Azel and her enormous dragon, Atolm, have just been revived, so in this first skirmish, she's not too battle-savvy and her steed is still weak. Although Atolm has side-mounted lasers, Azel doesn't use them too much. If you stay at the sides, she's more likely to move behind you. This is the main weakness. Simply stay at the side (don't let her stay behind you or you're dead) as your meter rises, then when she moves, you move behind her, let loose the lock-on lasers, then return to the side again. When Azel prepares her berserker rage ("Rain Death on Him"), you can do one of two things. Either heal up sharpish, or activate one of the Shield Chips you got in the Worm Zone of the Garil Desert. Both assure survival, and you merely need repeat the process to finish her off. This awesome battle brings about the end of Disc One.



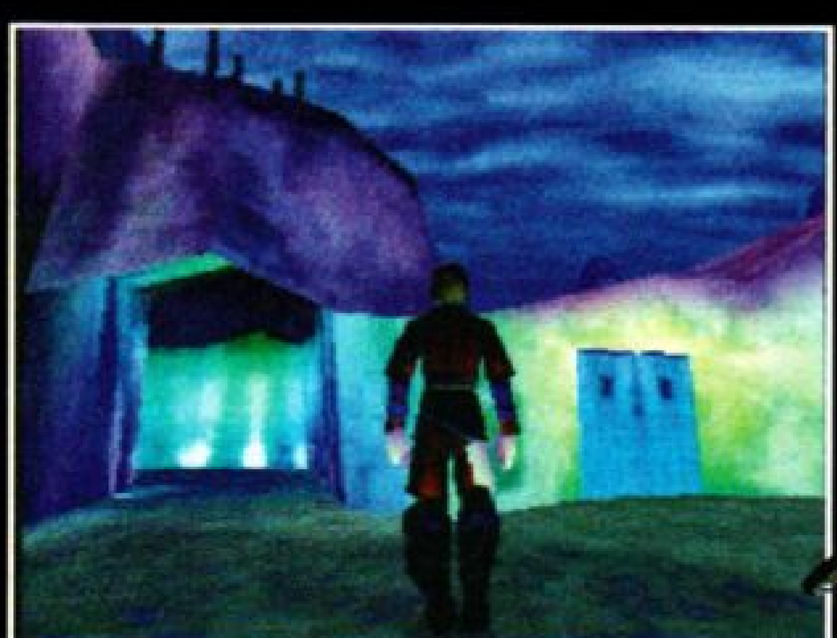




THE VILLAGE OF ZOAH

With Atolm and Azel defeated for the moment, Edge and his dragon return to the caravan in order to find their next destination. One of the locals reveals the existence of the Village of Zoah over to the east. That's your next destination. The shop here allows you to get hold of a Sniper attachment for your gun. Save up for it - it inflicts horrible damage on a creature's weak spot, giving you the edge in a boss confrontation. Sell all of your artifacts (anything that can "be exchanged for money" serves no other purpose). If you need more cash, wait until nightfall, find the well and go through it. This leads to the Holy District. There's a door here and inside is a girl who'll give you an object worth 2500 Dyne. Good eh?

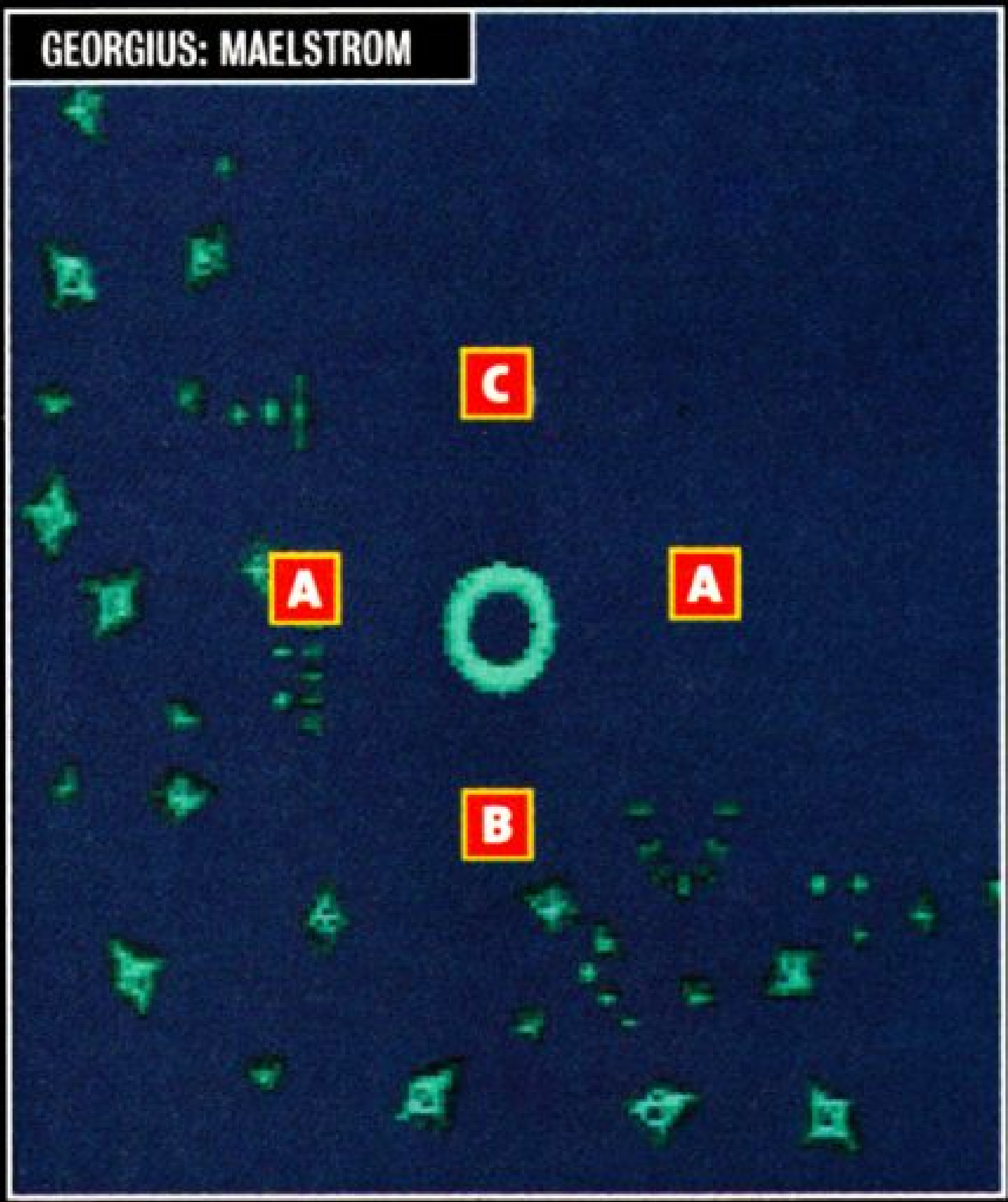
Talk to everyone in Zoah, but to progress you need only talk to the bartender in the club and get the picture from him (do this at night time). During the day players need to go through the passage and talk to Paet. He's the guy working on the airship. He'll send you to the land of Georgius up north to locate some artifacts from the Ancient Age. That's your next destination.





Zoah at night... Awesumnal visuals, yes?







GEORGIUS

Upon arriving at Georgius, you'll have to fight your way to the centre of the maelstrom. Empire forces are at work here for some reason so take out all comers and enter the eye of the storm. Now you're transported to the area mapped out here. All you have to do is approach the maelstrom, blasting the orbiting contraptions that are causing the storm. Try to avoid the sentries also flying around. Should you hit one you'll be transported to a fight scene against some very tough customers (our tip: use a Cleansing Wave spiritual strike and finish them off with a lock-on laser). Once the storm has been vanquished, the ship stage takes stage. The ship parts Paet needs seem to be under the ship, but in truth they're just junk. Loot the area for objects, then enter the ship. Edge gets captured and tortured, but the seeker Gash rescues you and gives you some bone fide parts for Paet. So return to Zoah and hand them over!



GEORGIUS: THE MAELSTROM
- A Gipson Lens
- B Field Map
- C Save Point

GEORGIUS: THE SHIP
- A Oil Cannister
- B Gipson Lens
- C Field Map
- D Shell Plate
- E Telepathy Shard
- F Junk Ship Parts - Enter Ship Instead
- G Save Point



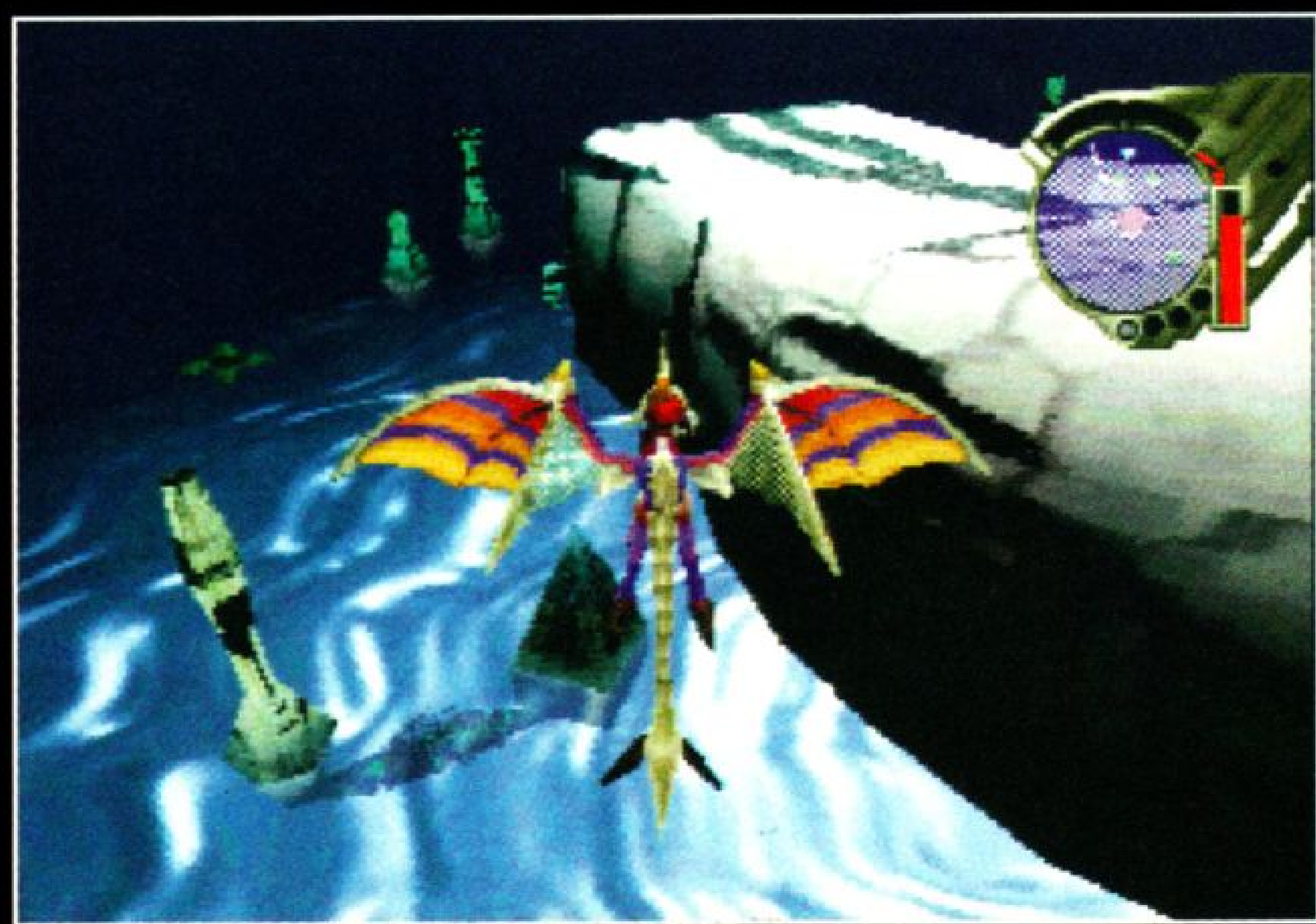






Travel to the heart of the maelstrom, then take out the surrounding satellites.









Some shots of delight of what awaits in Part Two of the Panzer guide. See you in 30...

NEXT ISSUE

The Saga continues in the next issue of SEGA SATURN MAGAZINE as Edge takes on his toughest challenge yet: the dread Ruins of Uru! You'll be taking on fleets of enemy craft, as well as facing a period of separation from your dragon? Sounds frightening eh? Well, we'll guide you through the whole thing next month.

CROC GUIDE PART 3

This month we complete our tour of Croc's atolls as the rascally reptile tackles the challenge of Castle Island and Crystal Island. By now you should have collected all the Gobbos and Jigsaw Pieces and your final reward is almost at hand. Let's go!

CASTLE ISLAND

LEVEL 4-1: THE TOWER OF POWER

From the start, hop to all the red platforms you come. Jump down just before the section exit to reach the platform with two Free Life Hearts, a Gobbo and the Red Crystal. Collect all the items and return to the moving red platform. Jump to the next series of platforms above and continue up the side of the wall to a tower entrance.

Inside, walk to the right of the entrance door and push the stack of blocks so Croc can jump on the second block.

Jump to the platform above the door and press the red switch to form a bridge of red platforms across the chasm. Walk across the new bridge and collect the crystals. The third is a camouflaged Green Crystal. Continue ahead and enter the door. In the next room, jump up the successive red platforms to the tan platform. Quickly jump up to hang from the rails and cross to the next red platform. Cross as soon as the Flying Dantini glides in front of you. Continue straight to the pillar holding the Blue Crystal. Jump to the moving red platform circling the tower and on to the next section. Back in the tower, climb the stairway and cross the Monkey Bars. At the end of the walkway, jump on the box and down onto a gold gear. Continue ahead to the red platforms and ride them to a new platform with more Monkey Bars.

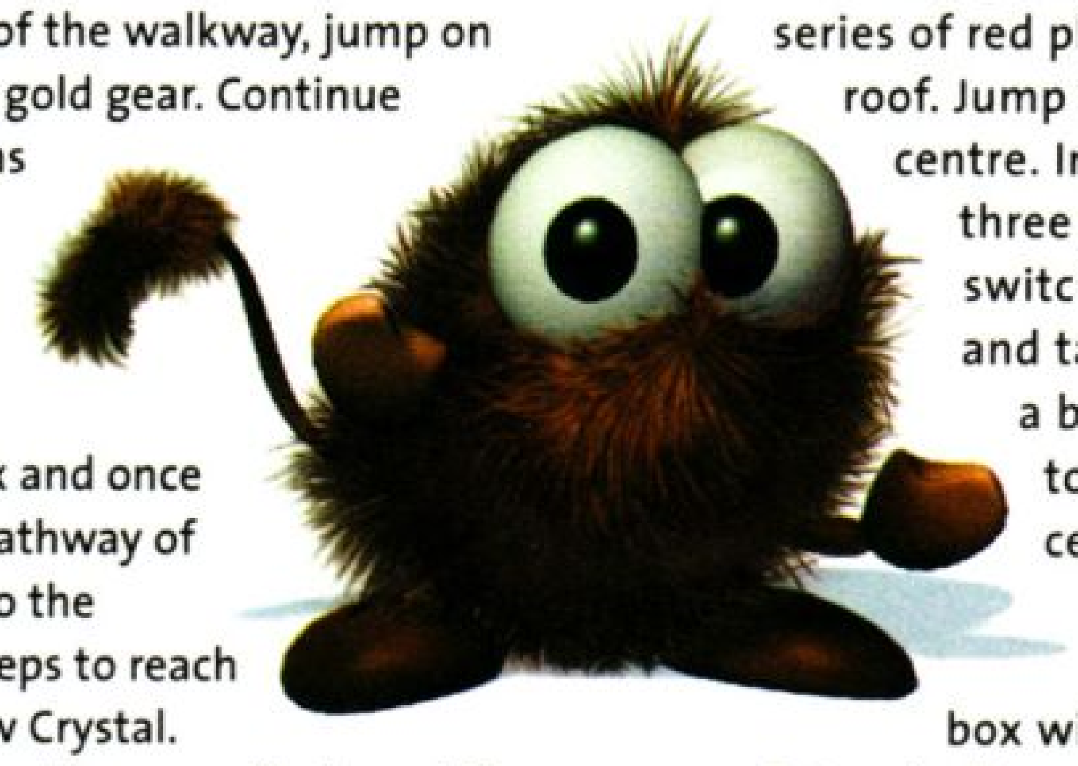
At the end of the walkway, jump on the box and once again you'll drop onto a pathway of gold gears. Follow these to the platform steps. Use the steps to reach the box holding the Yellow Crystal. Turn right, cross the grid and jump on the box at the end again. You'll drop onto more gears. On the second gear, jump left to the red platform. This transports you to the section exit door. Back outside, jump ahead to the red platform. Continue upward to the Monkey Bars, follow the path, taking care to dodge the pendulum, to the boxes. Open the left box to free the second Gobbo.

Continue on and jump on the jelly to reach a platform with a Pink Crystal.

Wait for the moving red platform to approach from the right, then hop on and ride it to a series of red platforms that lead to the tower roof. Jump into the open section in the centre. In this room, a zombie guards three red switches. Touch the left switch, run down the right hallway and take the first right turn to reach a box with the third Gobbo. Return to the switches and press the centre button. Run down the right hallway again, past the ghost and turn left to reach a box with another Gobbo.

Return to the switches and press the right button. Again, run down the right hall and turn right to reach a room with a fifth Gobbo in a box. Exit the room, turn right and go through the Rainbow Door. Chase and hit the enemy holding the last Gobbo and proceed to the gong.



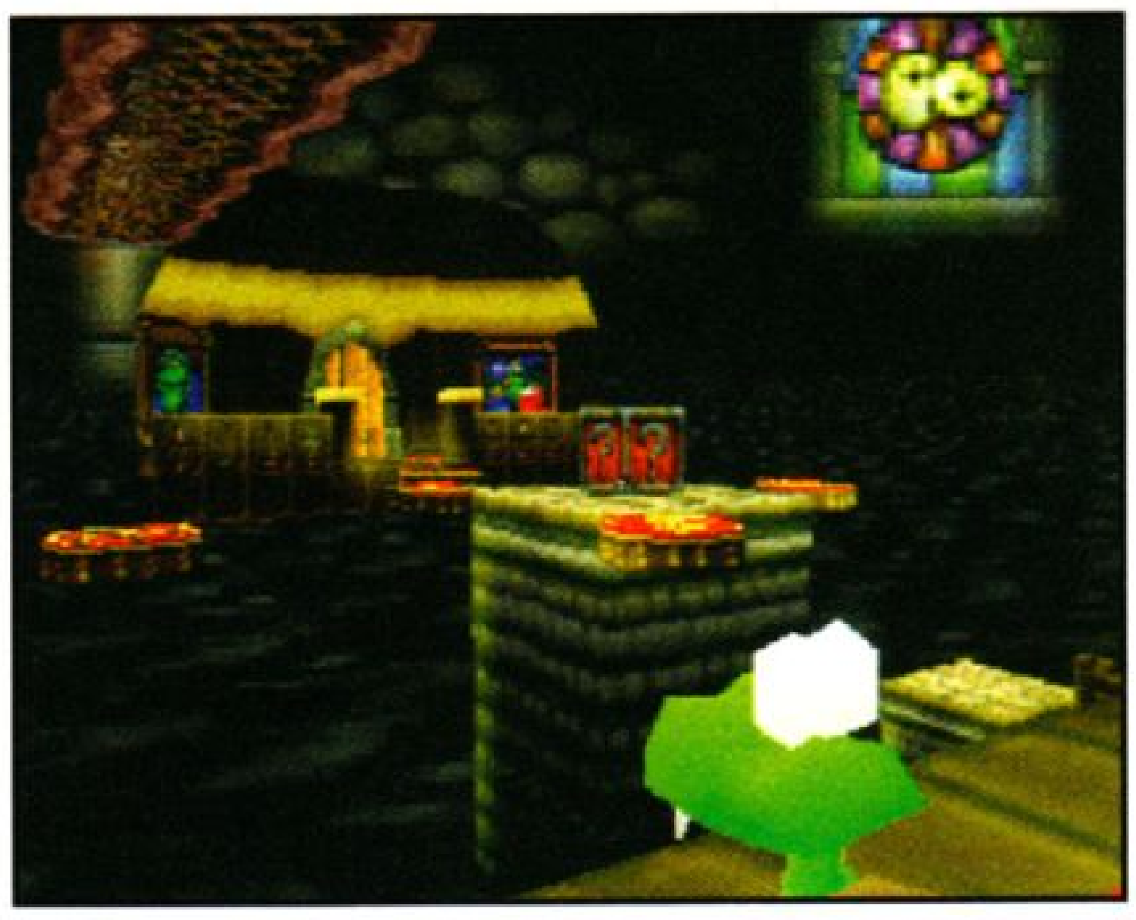



LEVEL 4-2: HASSLE IN THE CASTLE

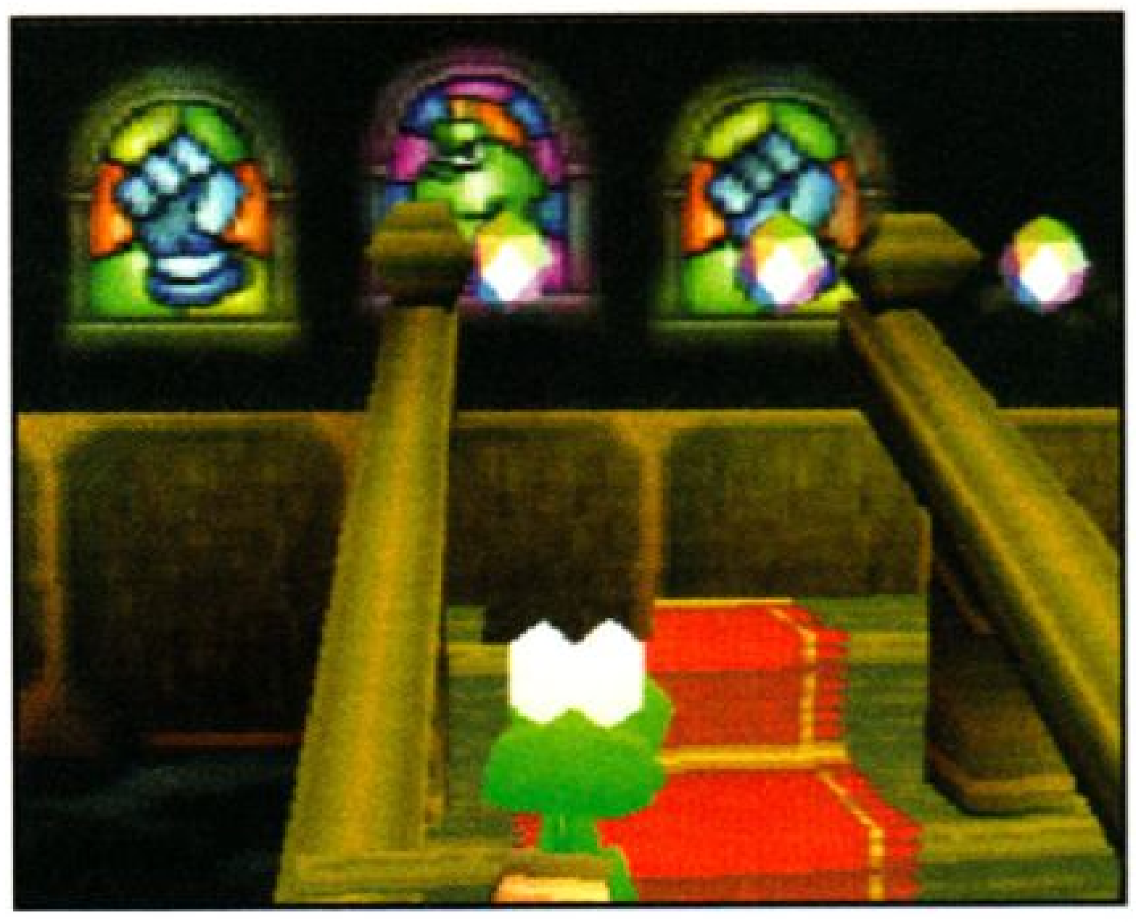
Hop across the platform, defeat the first enemy and continue up the staircase. At the top, head to the far-right end of the platform. Collect the middle, camouflaged Red Crystal. Jump right and hang from the Monkey Bars. Move across the ceiling to the red circular platform and drop down. Jump ahead two more platforms to reach the box with the first Gobbo. Turn left and jump across two more red platforms to reach an exit door. Go through and head to a set of four rotating platforms surrounding a stone pillar. Hop onto a platform, up to the top of the pillar and grab the second Gobbo.

When the red platforms line up, jump ahead to reach the bottom of the next staircase. Climb up and at the end follow the floating red platforms bending in a semi-circular formation. Time your jumps to avoid the swinging pendulum and continue along the path. Grab the Green Crystal and go through the door. Wait for the platform on the right to approach you then hop on and ride it across the chasm. Watch out for the electrical bolt in the centre and continue up two flights of stairs. Grab the Blue Crystal and head for the Gobbo trapped on a stone pillar. Jump on the red platform, avoid the electricity and grab the Gobbo. Head to the doorway and cross the bridge to get the Yellow Crystal. Turn right and cross the next bridge to the box containing the fourth Gobbo.

Turn right and cross the bridge to the door.





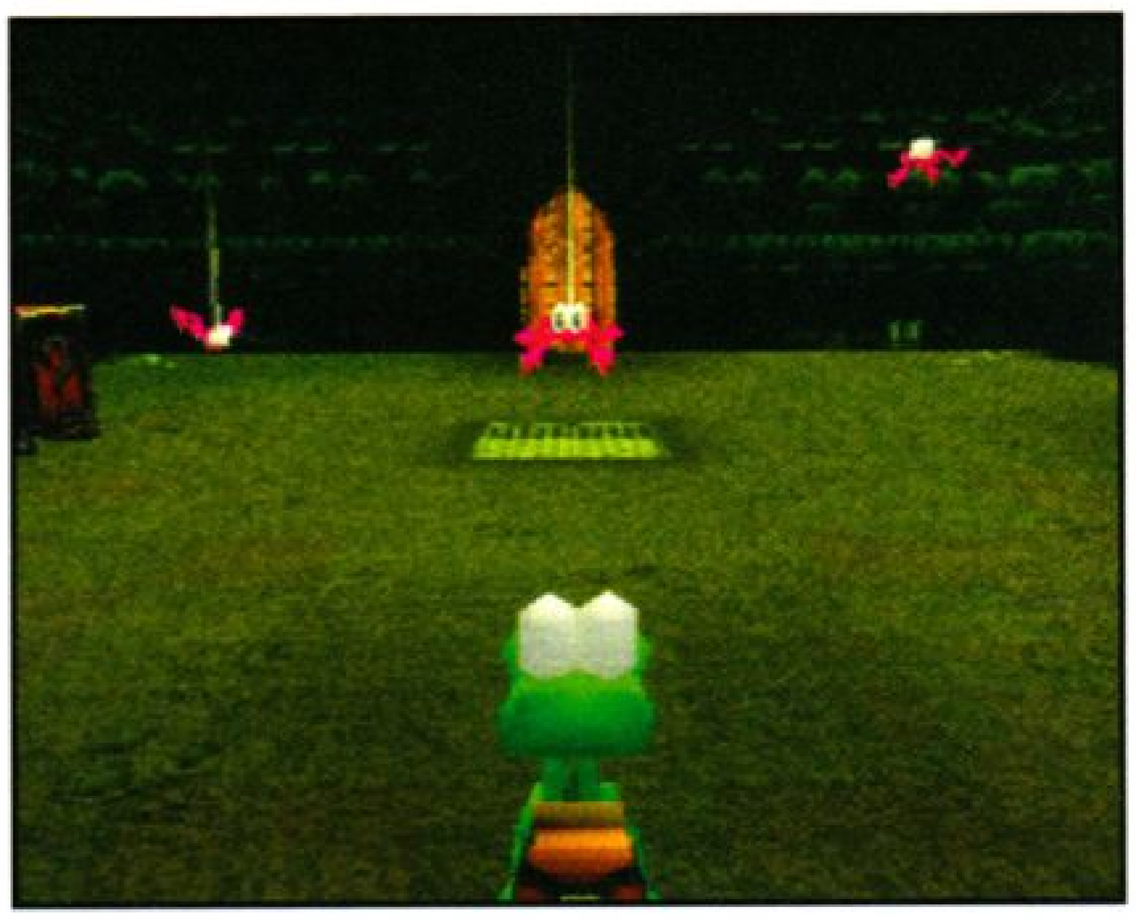


Jump across the golden gear to reach a platform with two boxes and a red switch. The left box contains the fifth Gobbo and the right holds a Pink Crystal. Jump on the switch and return to the gear. Jump left and continue through a series of floating platforms to reach the Rainbow Door. In the sixth room, you'll find seven stone pillars. The floating platforms between the pillars disappear once stepped on. Jump to the first pillar north of the door, go to the next pillar to the left and press the red switch. Return to the first pillar and jump to the one on the right. Leap to the centre pillar, then to the left pillar and press the red switch. Return to the centre and jump to the left-hand pillar to collect the sixth Gobbo. Head to the pillar with the gong and exit.

LEVEL 4-3: DUNGEON OF DEFRIGHT

Run and jump to the right of the scythe-wielding ghost. Run to the chamber with the Gold Key. Wait for the spider to drop then smash him and grab the key. Grab the Red Crystal and return to the start of the level to open the locked door. Inside you'll play a shell game in an attempt to get a Gobbo. Once rescued, proceed to the next room, take out the spiders and stomp the box for another Gobbo. In the next room, use the switches to move the pot to catch falling crystals. When you've got all of them and the third Gobbo, the door opens.





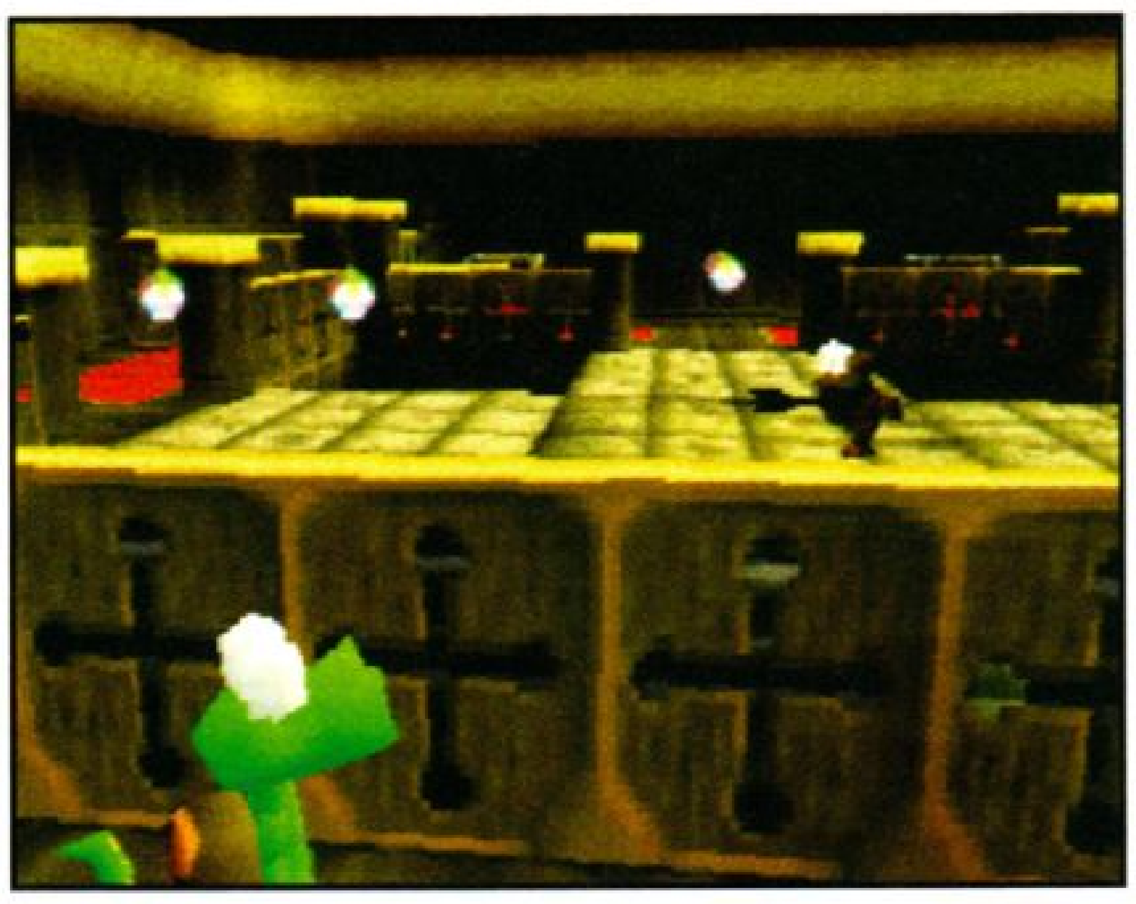


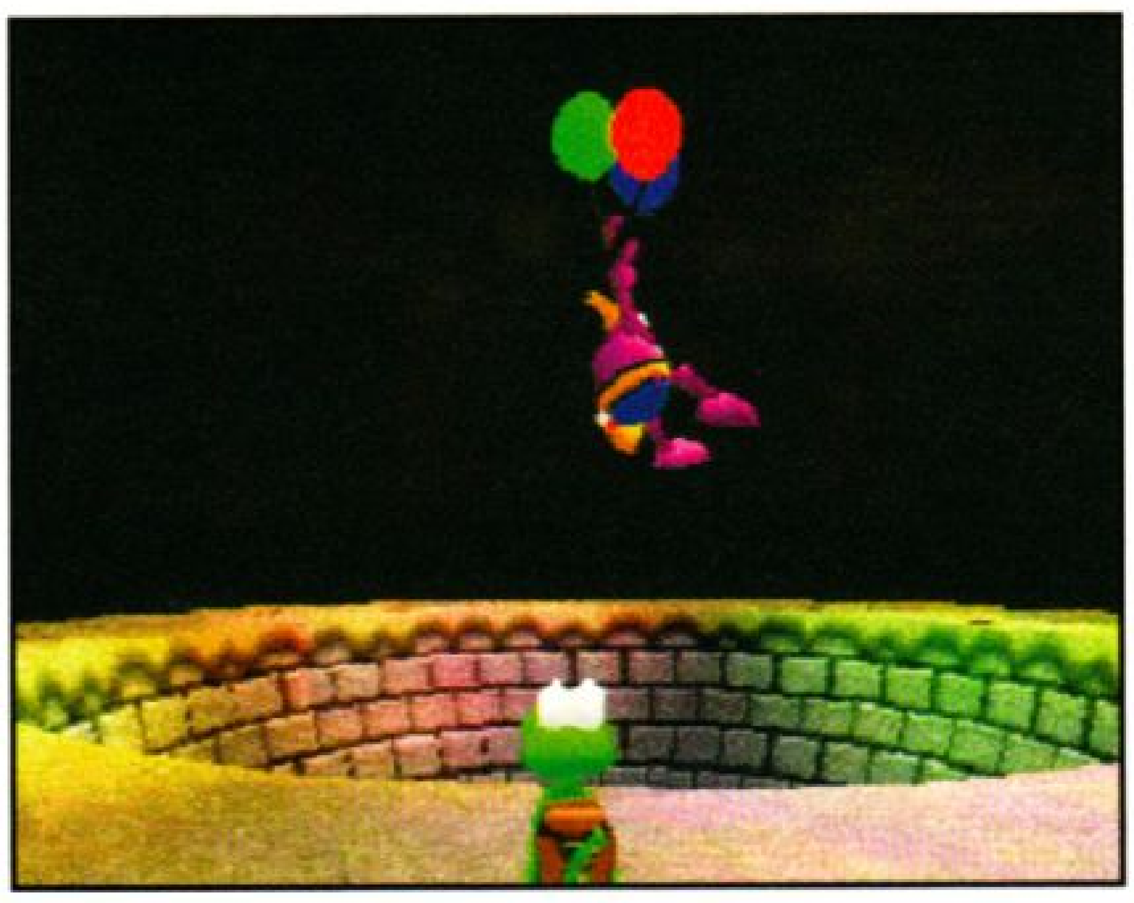


Step on the red switch in the next room and the three blocks will rise. Stomp on the blocks to defeat enemies and gain the fourth Gobbo. Exit on the left, head to the end of the hallway and push the Balloon Boy to the left door. Repeatedly jump on the green switch to explode the balloon and enter the next door. Inside, grab the Green, Blue, Yellow and Pink Crystals and go through the Rainbow Door. Pass the gong, take the first left turn, then the next right until you reach a chamber. Stomp the enemy and collect the Silver Key. Exit the room and take the next two left turns to the final Gobbo. Leave this room and head down two hallways to the exit gong.

BOSS LEVEL 1: FOSLEY'S FREAKY DOUGHNUTS

Here's the first boss encounter for this month and what a maroon he is! To start, follow the red carpet to the opening in the railing and hop onto the light-brown tiles. Jump across the platforms to the centre. Go left to the door and quickly run across the platforms. In the boss room, Fosley hovers over a well and throws explosives at Croc. Stand behind the brown platform on the floor to hurl the bombs back at him and pop the balloons to defeat him. Repeat this process three times. Easy.

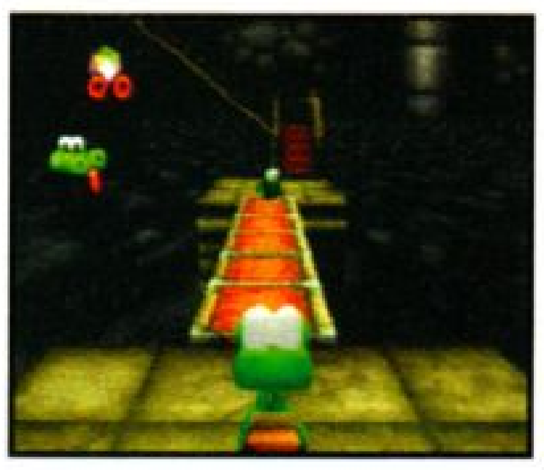


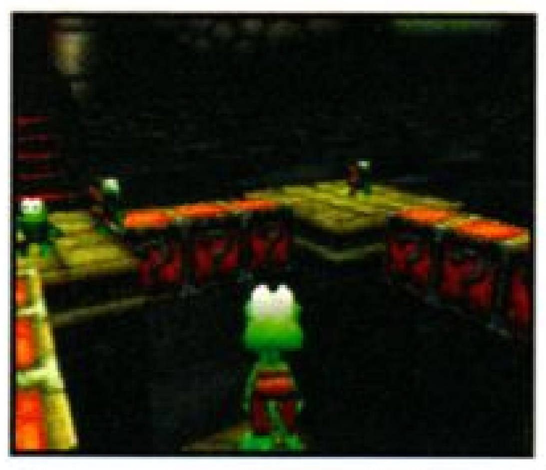


SECRET LEVEL 1: SMASH AND SEE

Walk across the crates, stomp one and land on the next. Wait for the Dantini to trap himself in the hole and carry on. Climb the stairs and defeat the four enemies to grab the Gold Key. Head through the door, defeat the Dantinis and climb the stairs. Kill the next enemy, grab the Gold Key and enter the door. Go across the crate bridge, kill the Dantini, go to the next platform and take the moving platforms on the left. Go up on it and kill the next Dantini. Head back down, cross to the right-hand platform, ride it up and kill another Dantini. Jump back down and go up the centre path. Kill the Dantini on the bridge, grab the Gold Key and go through the door.

In the final room, follow the path across the crates, kill the Dantinis, jump across the gears and grab the Jigsaw Piece at the end.



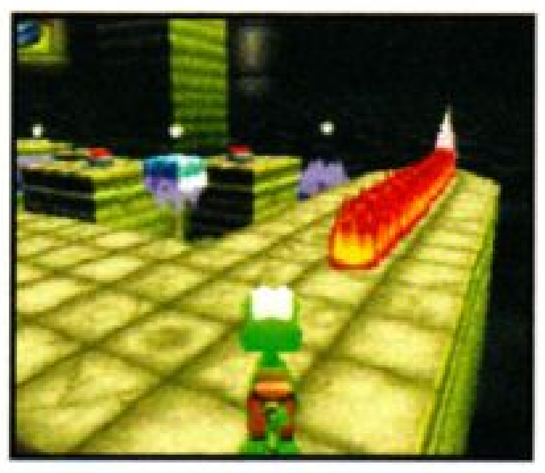


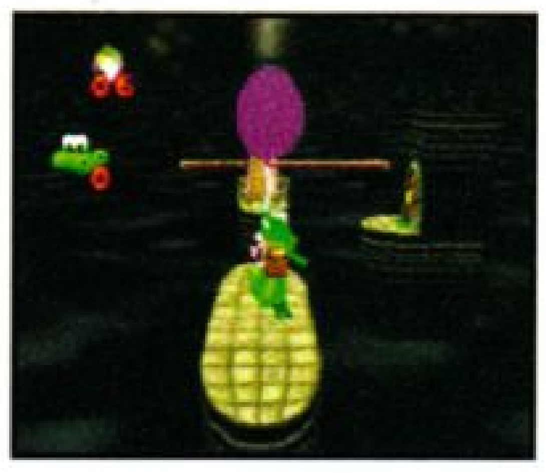


LEVEL 4-4: BALLISTIC MEG'S FAIRWAY

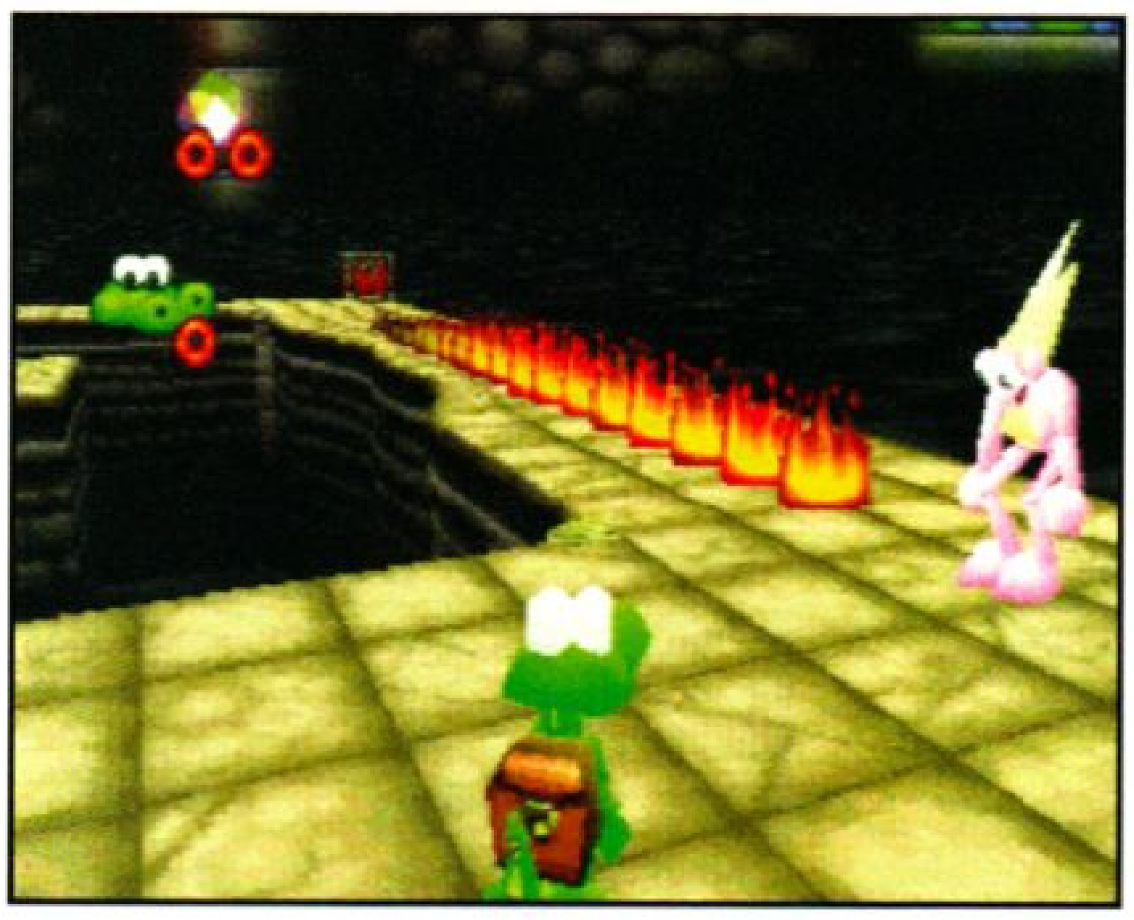
Walk along the path, but keep to the edge to avoid the Ballistic Megs. Hit the second box to get the first Gobbo. At the end of the path, hit the red switch to flip the spiked platform over. Head toward the exit and collect the crystal on the third platform to get the Red Crystal. Go through the door and smash the left box for a Gobbo. Ride the balloon down, jump to the Monkey Bars and follow the left path for the Green Crystal. Go back along the bars, turn and left and head to the exit. In the third room, go past the caged Gobbo, jump on the moving red platform and smash the box on the third pillar for the Blue Crystal.

Head up the pillars to get the Gold Key and then the Silver Key. Return to the caged Gobbo and free him. Return to the starting doorway and reenter section two. Jump to the Monkey Bars and at the three-way split, go left to open the locked door. In the next room, climb the bars to the moving red platform. Drop down and ride it to the bars on the left. Climb along to the next moving platform and ride this to the next set of bars. Continue to the final set of bars to collect the Yellow Crystal, smash the box for the fourth Gobbo and then exit. In the next room, dodge Ballistic Meg and smash boxes to gain the fifth Gobbo and Pink Crystal. At the end of the path, enter the Rainbow Door and jump diagonally left to the stone pillar in the corner. Smash the box for the last Gobbo and head to the right for the exit gong.







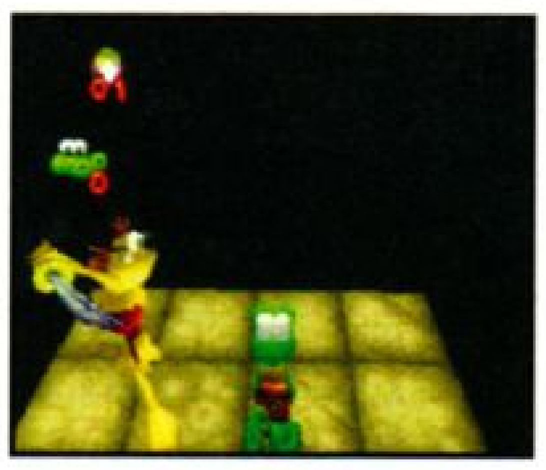


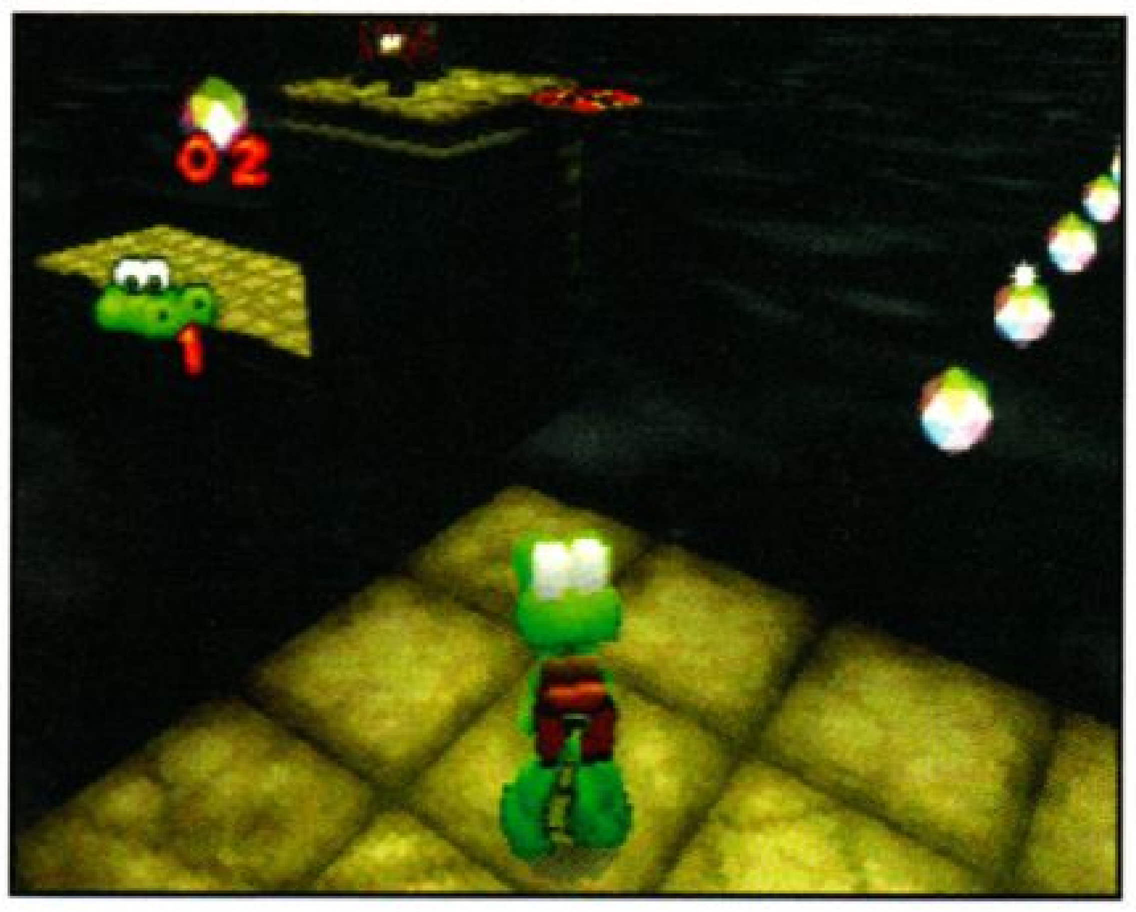
LEVEL 4-5: SWIPE SWIFTLY'S WICKED RIDE

Jump to the first stone platform for the Red Crystal before it drops down. Stand in the centre of the platform and tail-whip Swipe Swiftly when he attacks. At the bottom of the fall, smash the left box for the first Gobbo. The next section features six pillars that constantly rise and fall. Jump to the fifth pillar, turn left and across the red platform to a box with the second Gobbo. Return to the fifth pillar and diagonally jump from the right corner using red platforms to reach the Green Crystal. When the pillar drops, go up the stairs to the exit. On the other side, jump to the pillar in the centre to find the Blue Crystal. Turn left and head to the box for a Gobbo. Turn right and go through the door.

Hit the next box for the fourth Gobbo then run along to pick up the Yellow Crystal. Walk along the shifting platforms, collect the Pink Crystal, dodge the Spark Dantini and smash the box for the fifth Gobbo. Go through the Rainbow Door, jump on the pillars as they appear and you'll finally make it to a platform containing the last Gobbo. Jump to the red platform and exit.

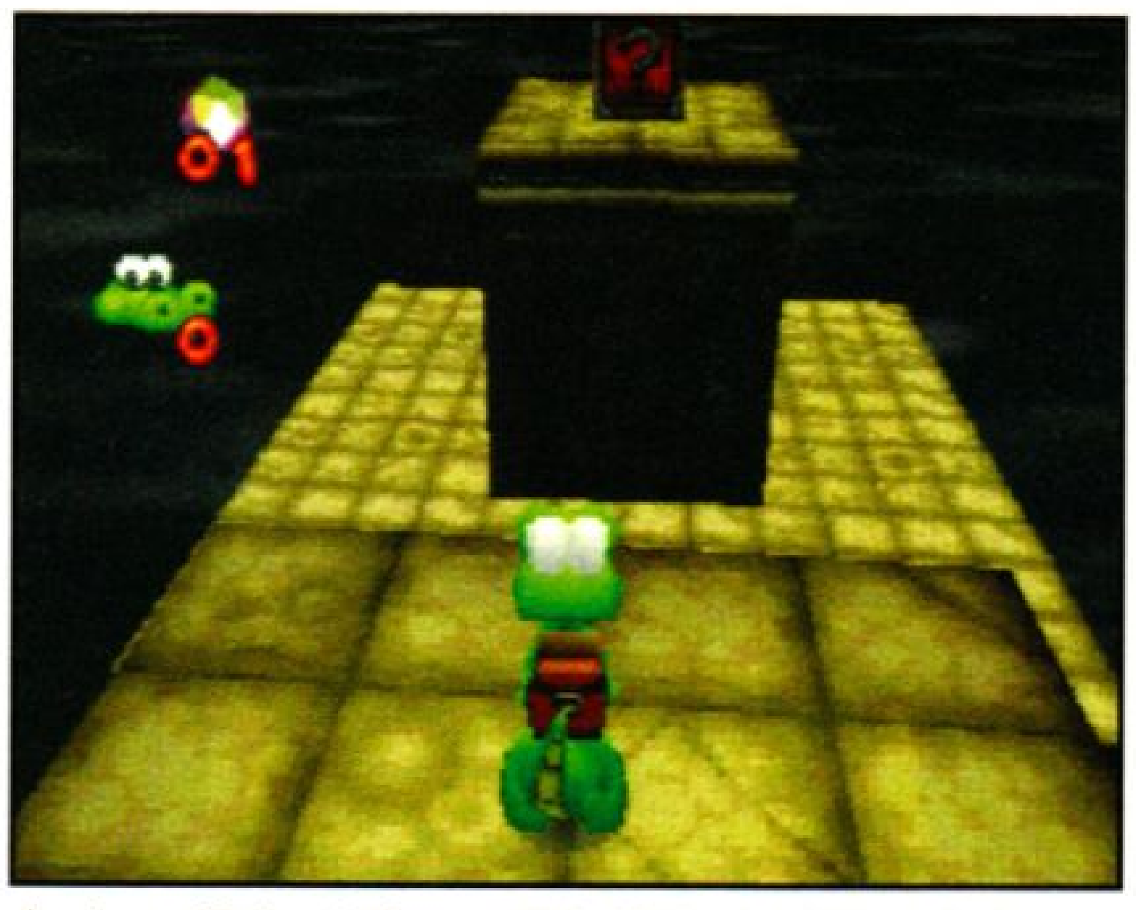




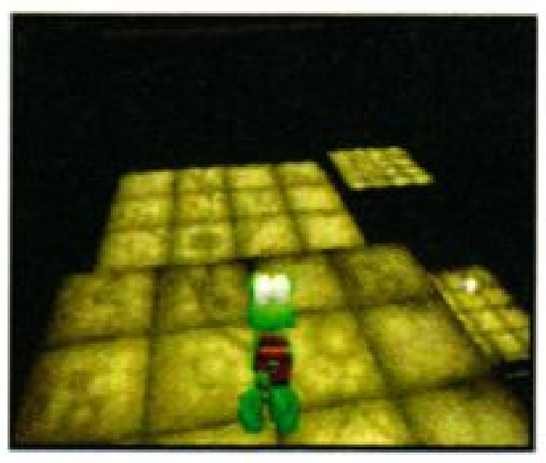




▲ Smash the boxes to discover valuable crystals. Do it now!



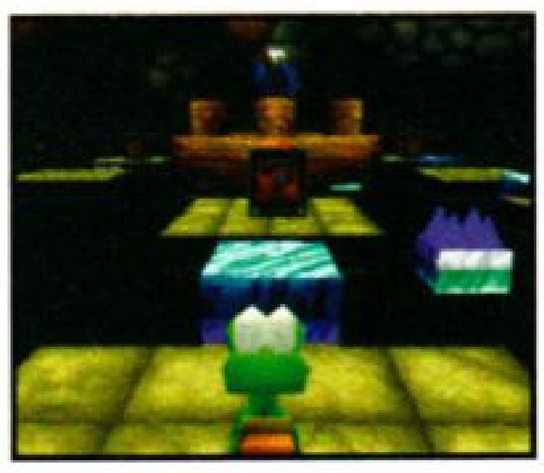
▲ Leap off the platforms at the highest point or else!

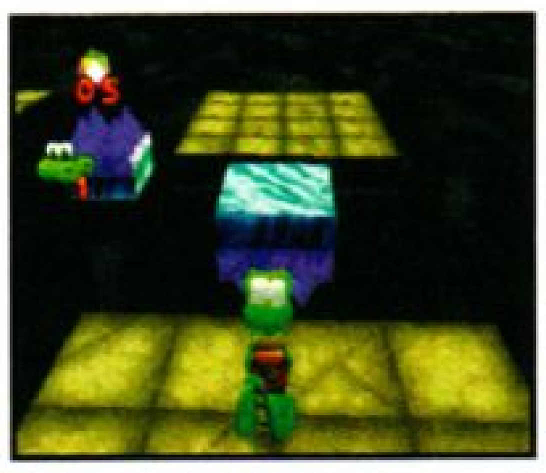




▲ Not one of the toughest levels, just watch your step.

LEVEL 4-6: PANIC AT PLATFORM PETE'S LAIR







Using the rotating spiked platforms, jump to the first box for a crystal then head down the right-hand path to the second box for the Red Crystal. Head along to the door, enter the room and wait for the spiked platforms to flip over before jumping up the pillars. On the second pillar, you'll find the Green Crystal. Climb up to the door, work your way across the spiked platforms and head across the next safe pillar to find the Blue Crystal. Head to the doorway, jump up the platforms to the sixth one and jump across to the pillar that holds the Yellow Crystal.

Jump to the seventh platform to the door, enter the room and carefully jump across the platforms. At the end you'll find the Pink Crystal and the Rainbow Door. In this room, simply jump across the spiked platforms as they rotate and collect all six Gobbos. Head



▲ How does Croc get even one of those crystals in his bag?



BOSS LEVEL 2: BARON DANTE'S FUNKY INFERNO

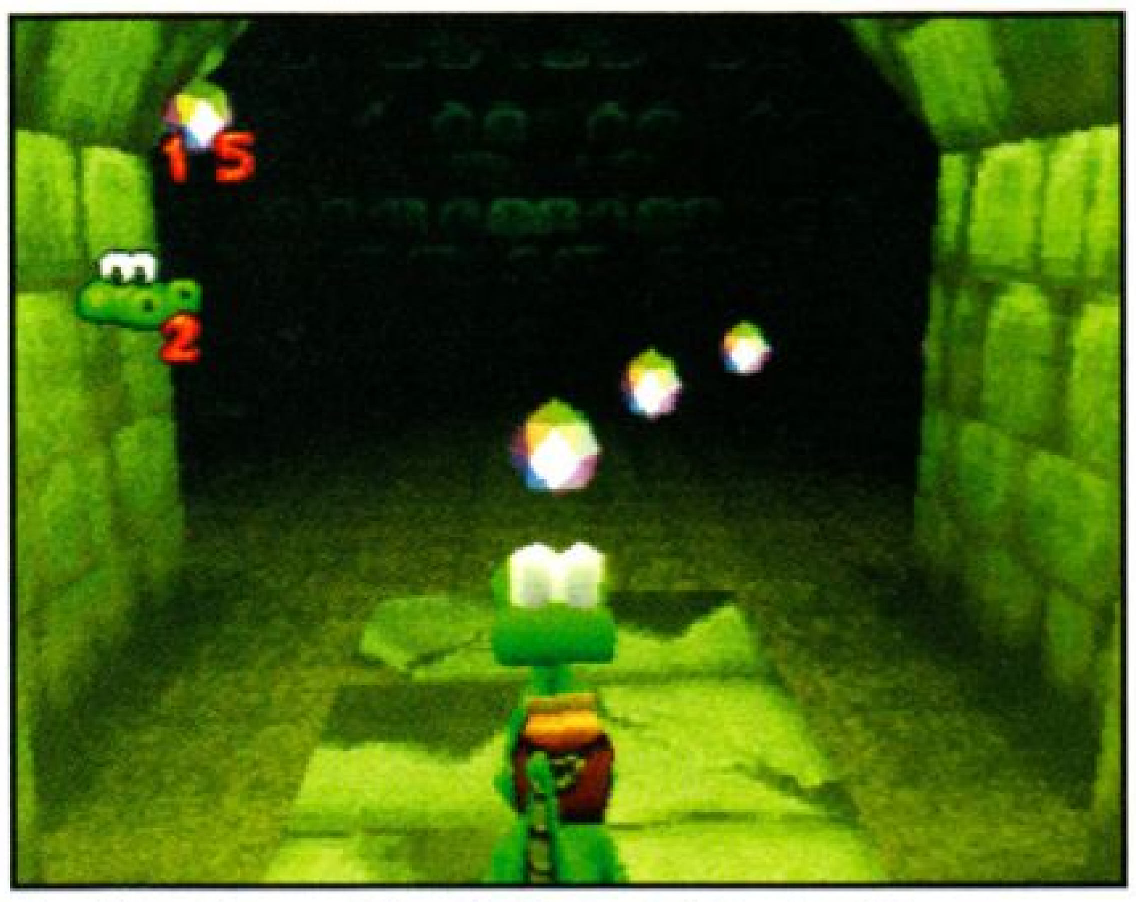


Here's the showdown with Baron Dante himself! Run up the flights of stairs, stopping at the top step. When the pendulum swings by, cross the platform to the next flight of stairs. Cross the shifting platforms and enter the door. Run across the next set of platforms and prepare to battle the Baron. For the first round, simply run up and dodge his punch. Tail-whip him three times, but watch out for his fist slams. He'll now charge at you, so get ready to tail-whip him when he's stunned from hitting the wall. Repeat this three times, then prepare to dodge his floating electrical attacks. Keep circling the room until the Baron lands then tail-whip him. Three hits later and he's toast. You'll now be treated to a nifty end sequence before being whisked off to the final secret level.

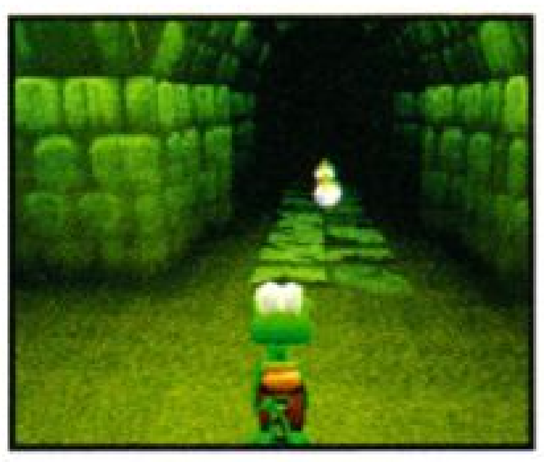








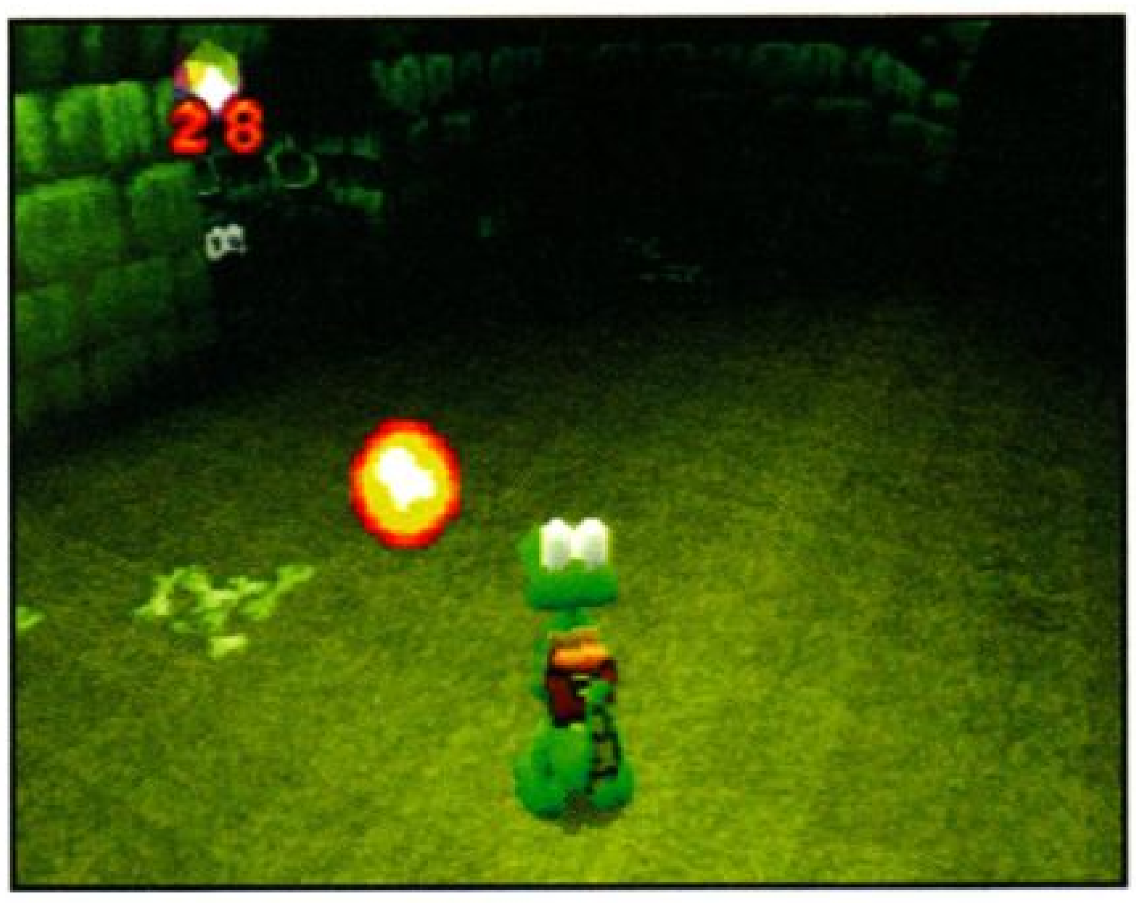
▲ Follow the crystal path, but watch for Dantinis.





SECRET LEVEL 2: JAILHOUSE CROC

With all the Gobbos under your belt, it's time to grab the last Jigsaw Piece. Begin by following the trail of crystals down the tunnel, avoiding fireballs on the way. Go through the door and work your way over the series of breakaway platforms and solid stone platforms. Head through the door on the other side and across the shrinking platforms. Go through the next door and diagonally jump across the disappearing platforms to the next door. In the final room, follow the trail of white crystals while avoiding enemies' attacks. Grab the final piece of the jigsaw puzzle and Croc assembles the completed picture. Now it's time to head off to Crystal Island and defeat Baron Dante once and for all!





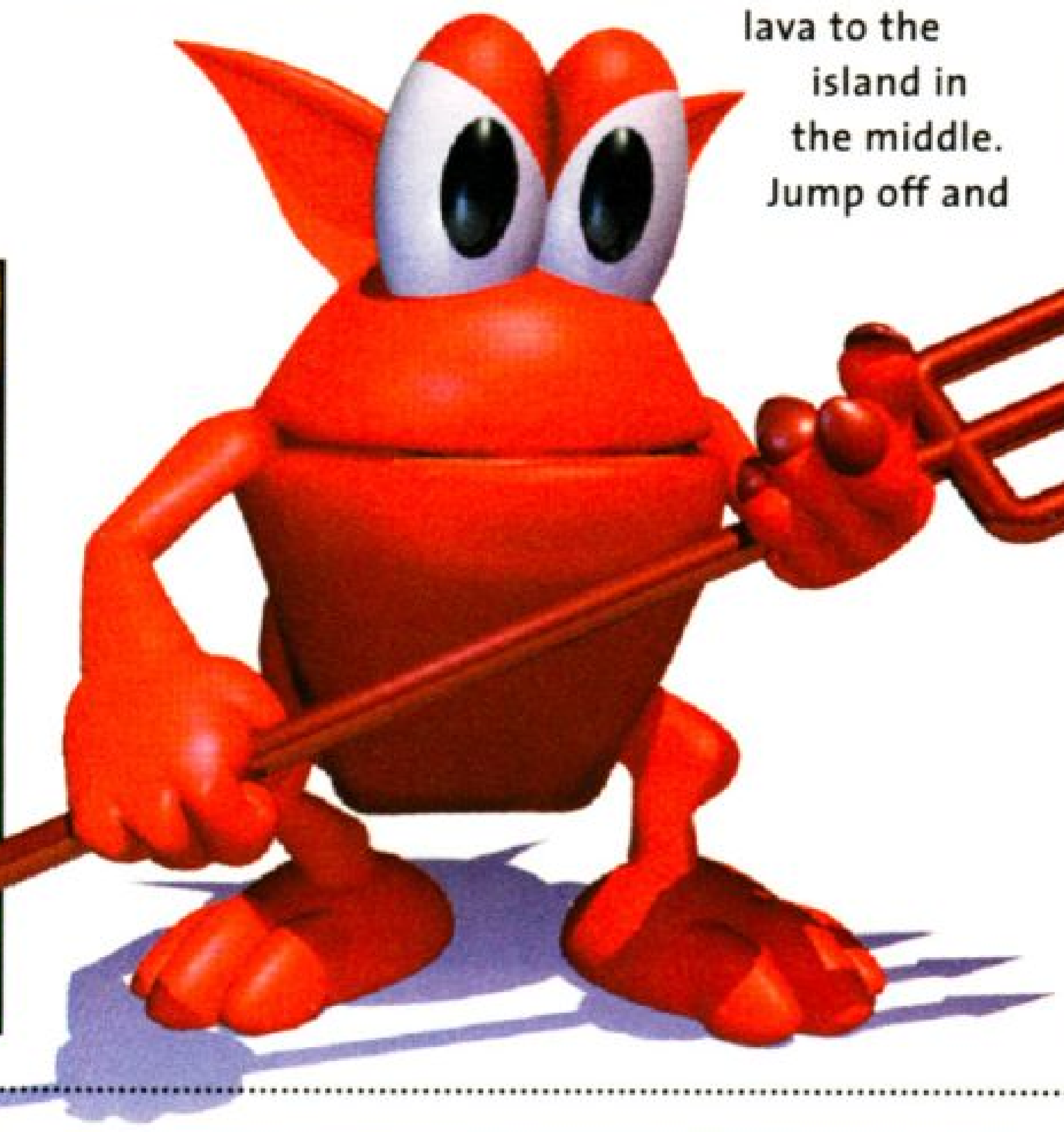
CRYSTAL ISLAND

LEVEL 5-1: AND SO THE ADVENTURE RETURNS

Turn around until you see a box near the tree stump. Quickly grab the crystals inside then follow the back wall away from the lava until you find the Silver Key. Turn and head for the tree stump near the lava pool, stomp on it and fall in. Unlock the caged switch and step onto it to reveal a hidden platform. Climb up the platform and hop over to a Free Life Heart. Watch out for the Spark Dantini at the top then turn left and go through the door. Follow the path of logs across the lava to the next door. In the next room, jump to the Monkey Bars and swing across the gorge to the other side. Jump up to the next set of bars and swing across to the door at the other end. Go through and hop over the lava to the island in the middle. Jump off and go through the next door. On the other side, turn right and climb up the rock ladder. At the top of the cliff, turn right and head to the platforms. Avoid the fireball-throwing enemies and smash the gong to exit. Now prepare for the game's toughest level!





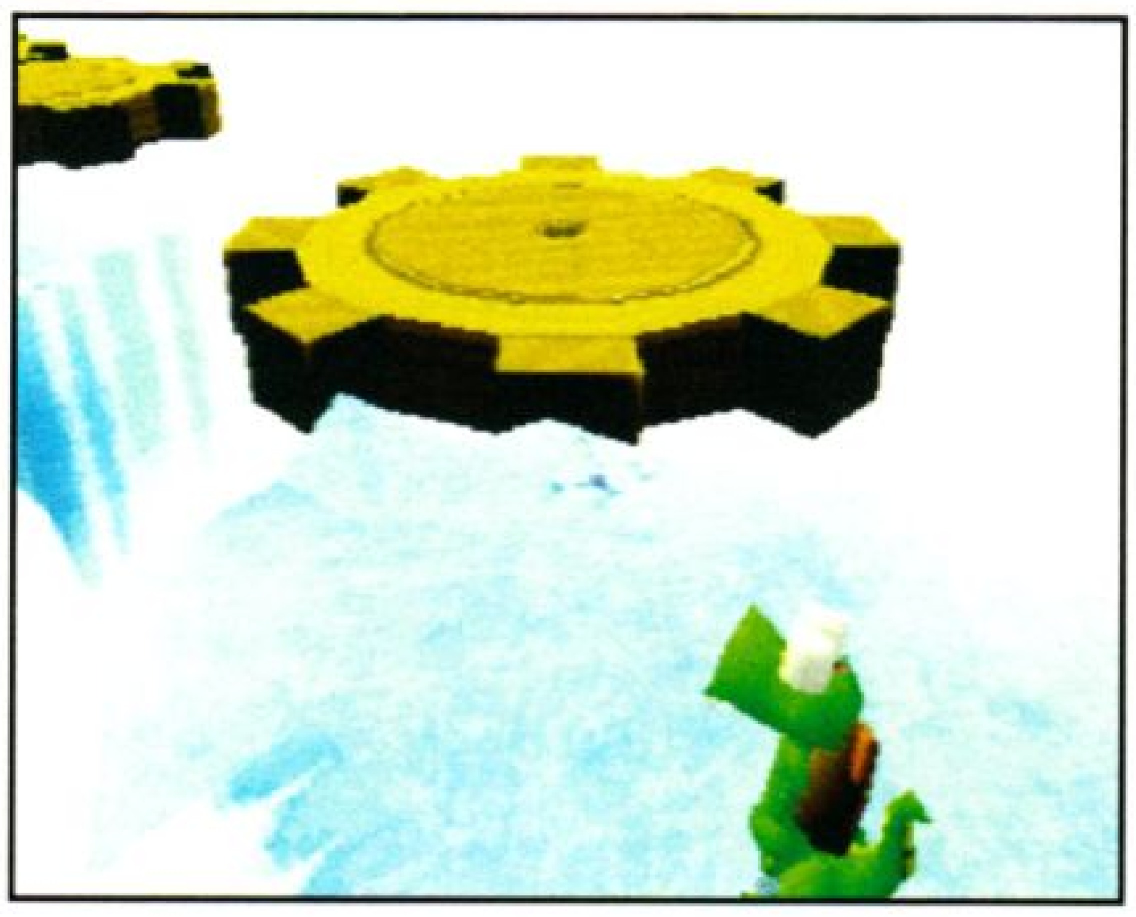
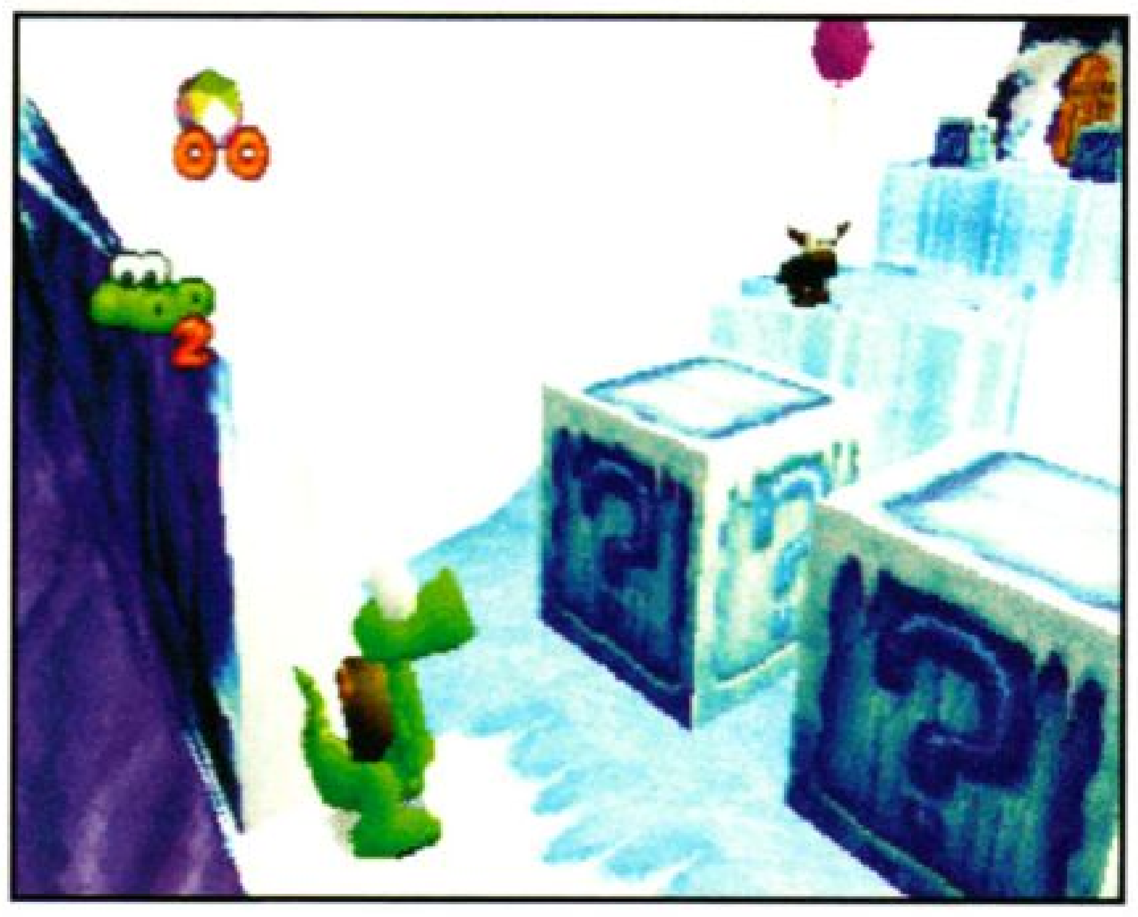




LEVEL 5-2: DIET BRRR

Be warned, this is possibly the toughest level in the entire game so tread carefully. Jump across the icy platforms to reach the Monkey Bars, hop down onto the moving platform below and ride it to the door. On the other side, turn left and hop from platform to gear and back again until you reach a platform with three boxes. Smash these for crystals and head over the gears to the enemy and balloon. Kill the snowball-throwing Dantini, grab the balloon and ride it to the next platform. Ride the next balloon to the door and enter. Inside, hop across the rafts to the Monkey Bars. Turn left and hop down to the ice block, turn right and hop across the the next set of bars to the another ice block. Turn right to the next bars then turn left and hop across the rafts to the shore.

In the next room, keep moving to avoid being hit by the enemy in the centre. On the opposite shore, grab the crystals and go through the door. On the other side, move forward and hop to the first platform. Take your time and kill the Dantinis before they can hit you. When you finally reach the other side, grab more crystals as you follow the path down to another door. Hop onto the arrow platform and ride it through the lava tunnel. When you get to a turn, jump off, turn left and ride the second arrow platform to the exit gong.

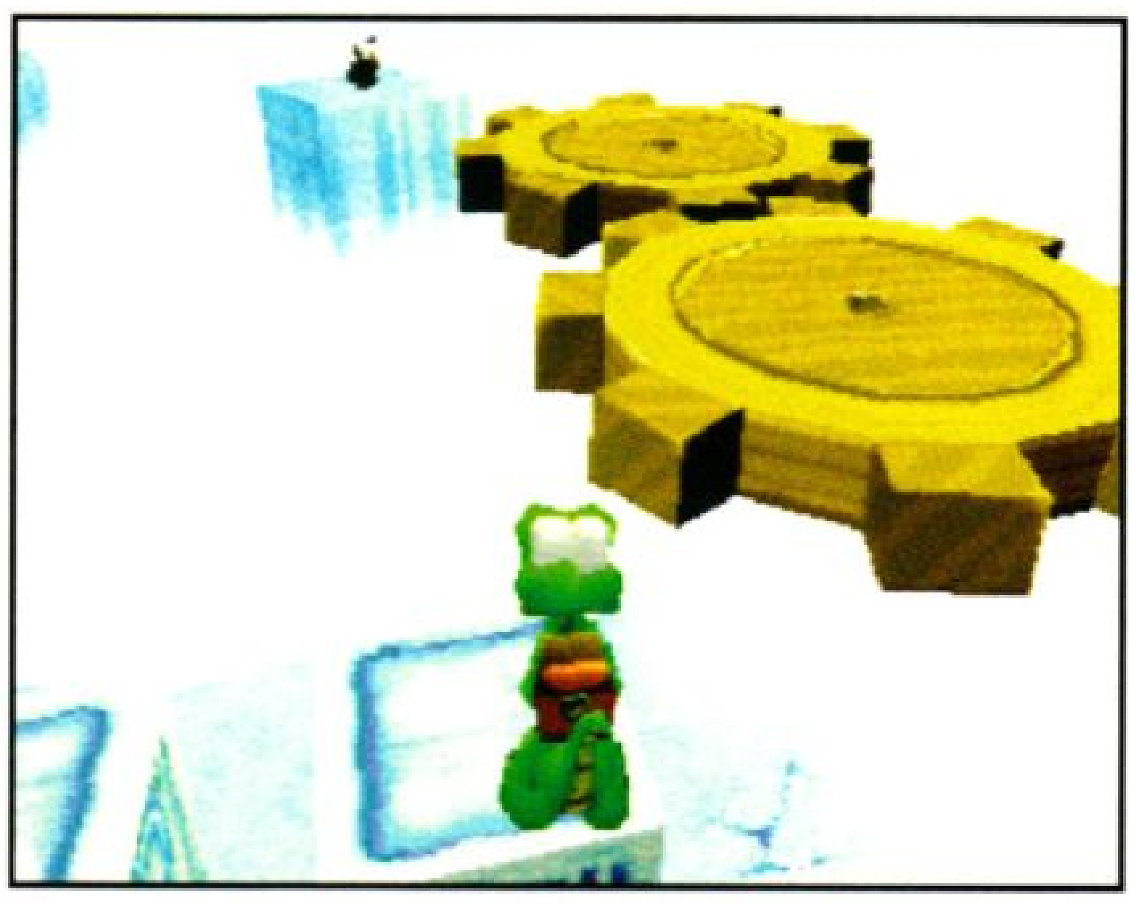





▲ Wait for the platform to emerge from the frozen lake...



▲ ...tail-whip the Dantini and ride the platform to the door.



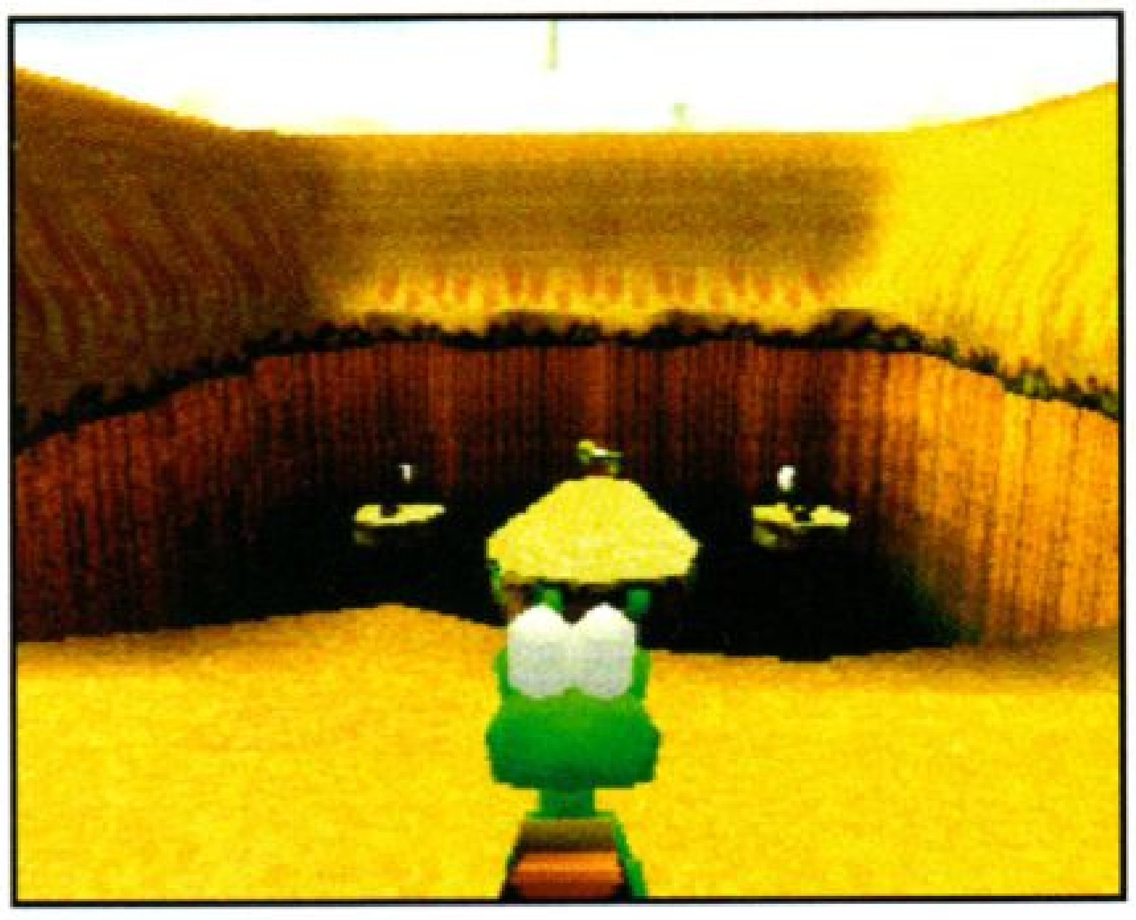
▲ Leaping from gears to platforms is a real pain in the ass!

LEVEL 5-3: TRIAL ON THE NILE

Turn and ride the balloon down to the Gold Key. Turn and hop up the platforms to the locked door while avoiding Dantinis. Once through the door, hop to the rotating platforms on the right and kill the Spark Dantini on the axle. Hop to the small island platform and grab the crystal. Jump to the next set of platforms and kill the next Dantini on the axle. Jump down to the narrow path and follow it along until you reach a set of rotating platforms. Hop to the island and head down the well.

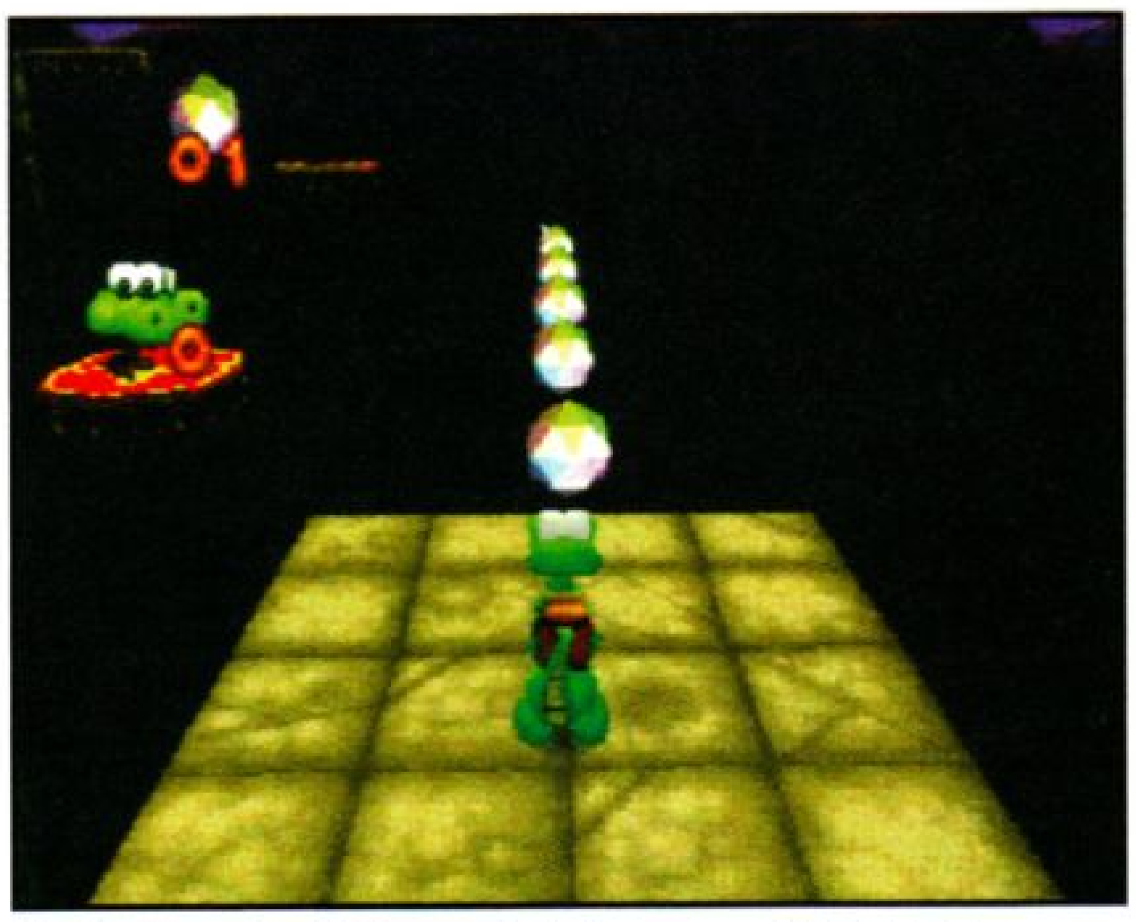
Grab the torch, hop to the breakaway platform and kill the Dantini. Go down to the next shore and jump to the next breakaway platform. Repeat this method of travel, from platforms to islands, until you reach a door. Pass through, take the left path and hit the switch on the far pillar. Continue along the the path, turn left and cross the platforms to the well at the end.

In the next section, hop across the pillars to the third one, turn left and swing across the Monkey Bars to the fourth pillar. Use the jelly to jump on top of the bars. Grab the Free Life and head across the remaining pillars to the next well. In the darkened area, simply follow the paths across the platforms and collect crystals as you go. Reach the end safely and hit the gong.





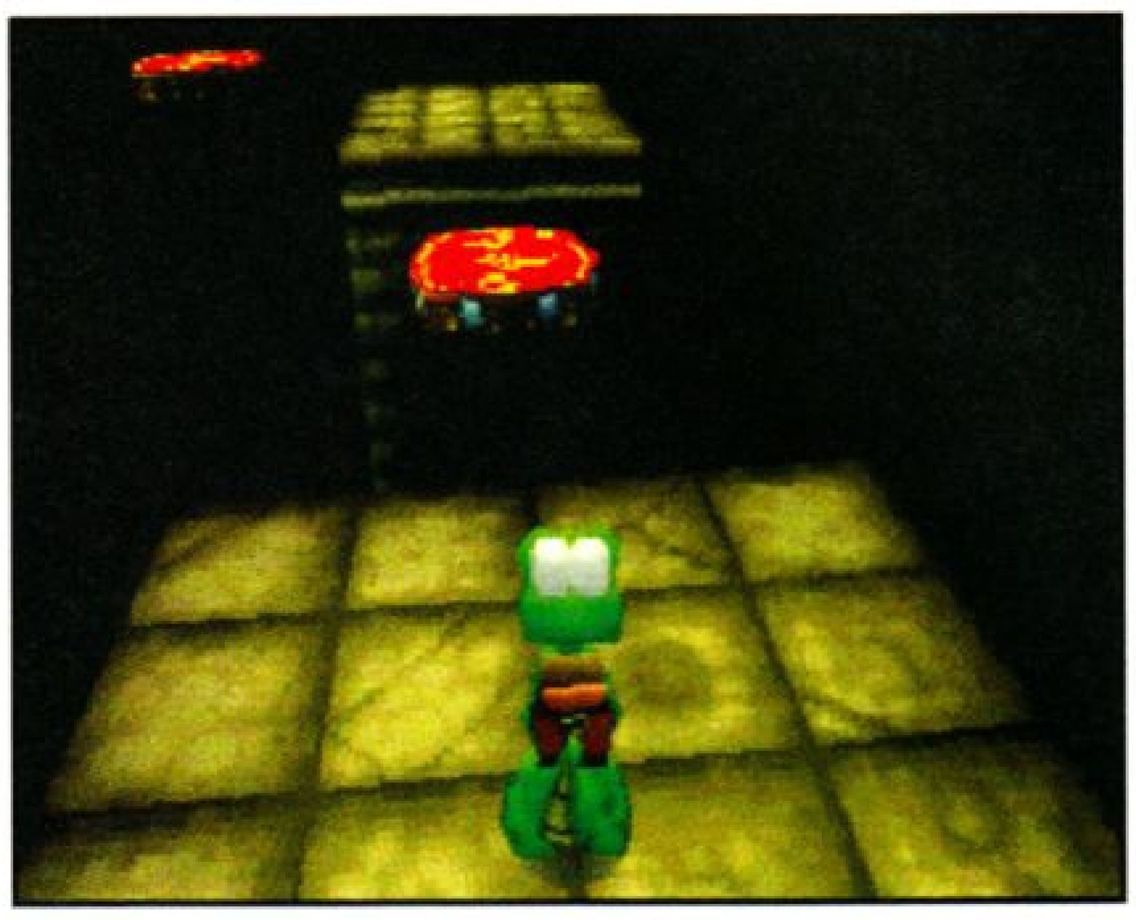
▲ Timing is crucial here as platforms are hard to spot.



▲ Croc needs all the crystals he can grab in this stage.

LEVEL 5-4: CROX INTERACTIVE

Turn and hop to the small red platform and then onto the next stone platform. Turn left, jump onto the third red platform and ride the stone platform to the castle entrance. Run across the falling platforms to the next carpeted platform and climb the stairs. Follow the carpet to the right and cross the falling stone platforms, avoiding the spiked balls. Head through the door, push Balloon Boy to the door on the right and hit the pump to explode him. Enter the castle and follow the stone walkway round to the next door. Navigate across the moving platforms, grab all the crystals and head over the final set of platforms to the gong.



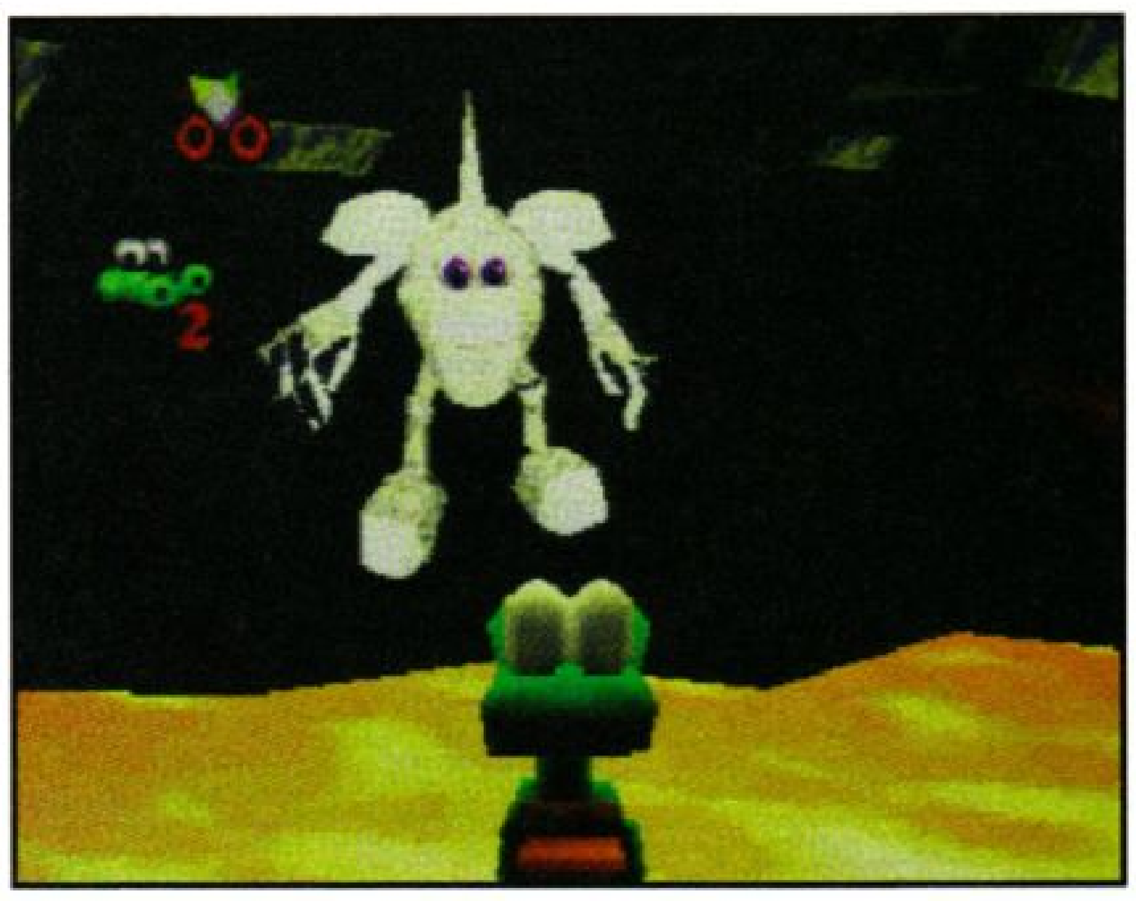


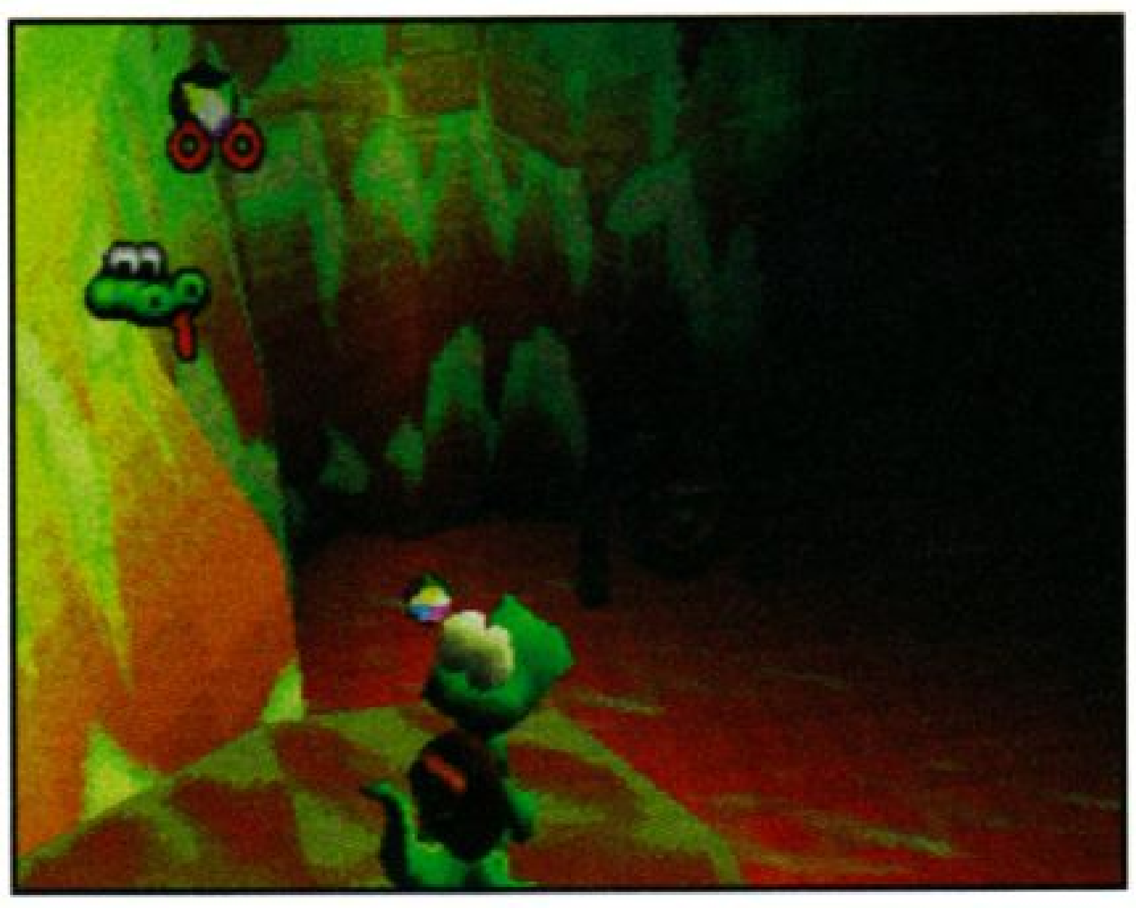


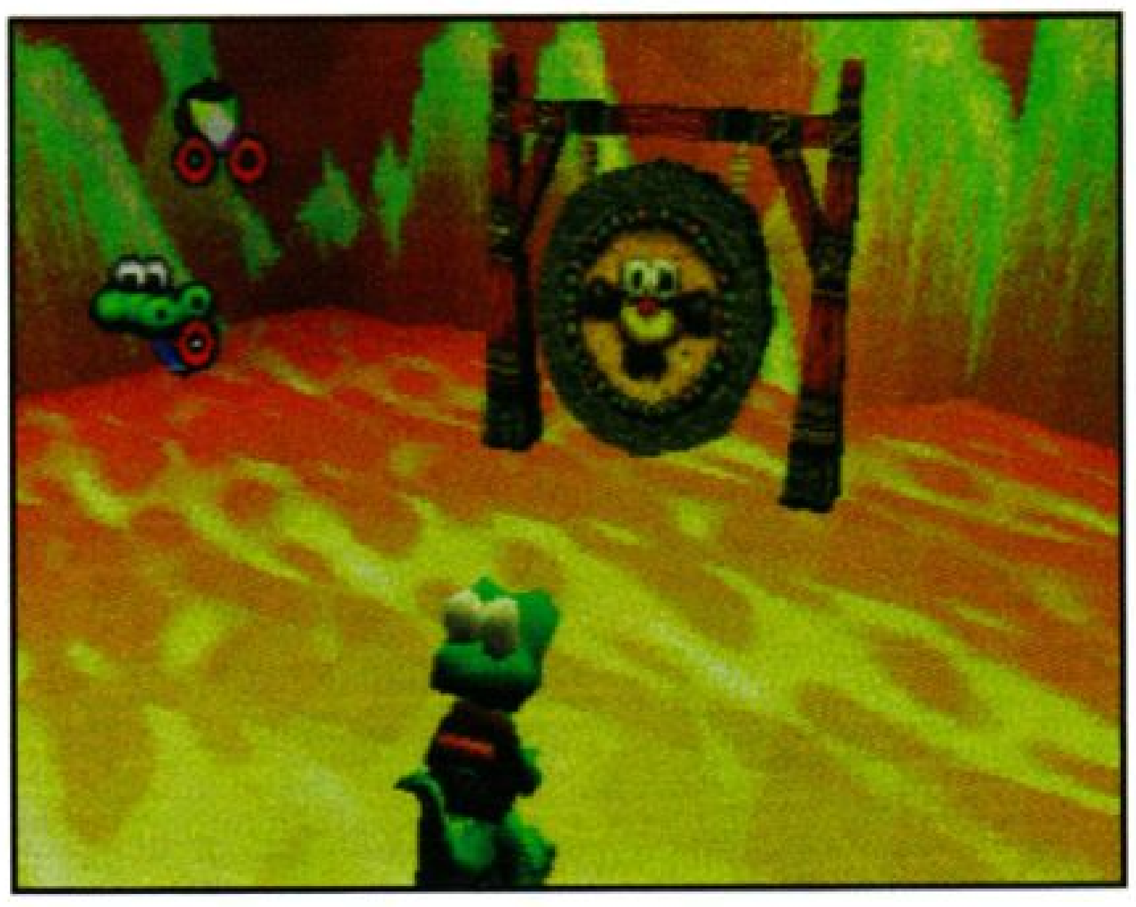
BOSS LEVEL 3: SECRET SENTINEL

Hop down into the final boss' lair and prepare for the last challenge! Defeating the Baron a second time is actually harder that it sounds. The level is laid out in a cross shape, with Dante in the centre. Around the Baron, four platforms rotate counter-clockwise as they rise and fall. There's a gong in each of the four ends of the cross shape. Each time you hit a gong it resonates for a short time. The object is to activate all four gongs so they vibrate simultaneously.

The problem is that while you're attempting to hit the gongs, the Baron shoots electric bolts at Croc. Hitting the gong stops Dante for a while, but he soon recovers. The platforms also appear and disappear so you'll need to time it so you jump from a platform, hit a gong and jump back before it vanishes. It takes a lot of patience, but you'll eventually get it right. Once defeated, the Baron explodes into crystal pieces and you're treated to a smart end sequence. Congratulations... you've done it! If you're still stuck with Croc, check Small Tips issue 28!







GRANDIA

THE WALKTHROUGH PART 2

SEGA SATURN MAGAZINE is proud to continue its coverage of the awesome Grandia. It still seems as though a European release is unlikely, so this guide will take you by the hand and walk you through the entire game! It's the best thing you'll get to a fully translated edition of this stunning title. RICH LEADBETTER is the guide.

MEDICINE MOUNTAIN

After finishing off the Domu Ruins, leave and retrace your steps. You'll come across a sick creature who attacks Justin by biting his nose. The heroes decide to put the creature to bed in Fina's house and attempt to find a cure for the little monster on Medicine Mountain. The route to this area isn't immediately apparent. However, all you have to do is examine the wooden fence next to Fina's house to open up a route. Before you do so though, stock up in New Parm and make sure your characters have all the best armour and weapons. Then off you go!

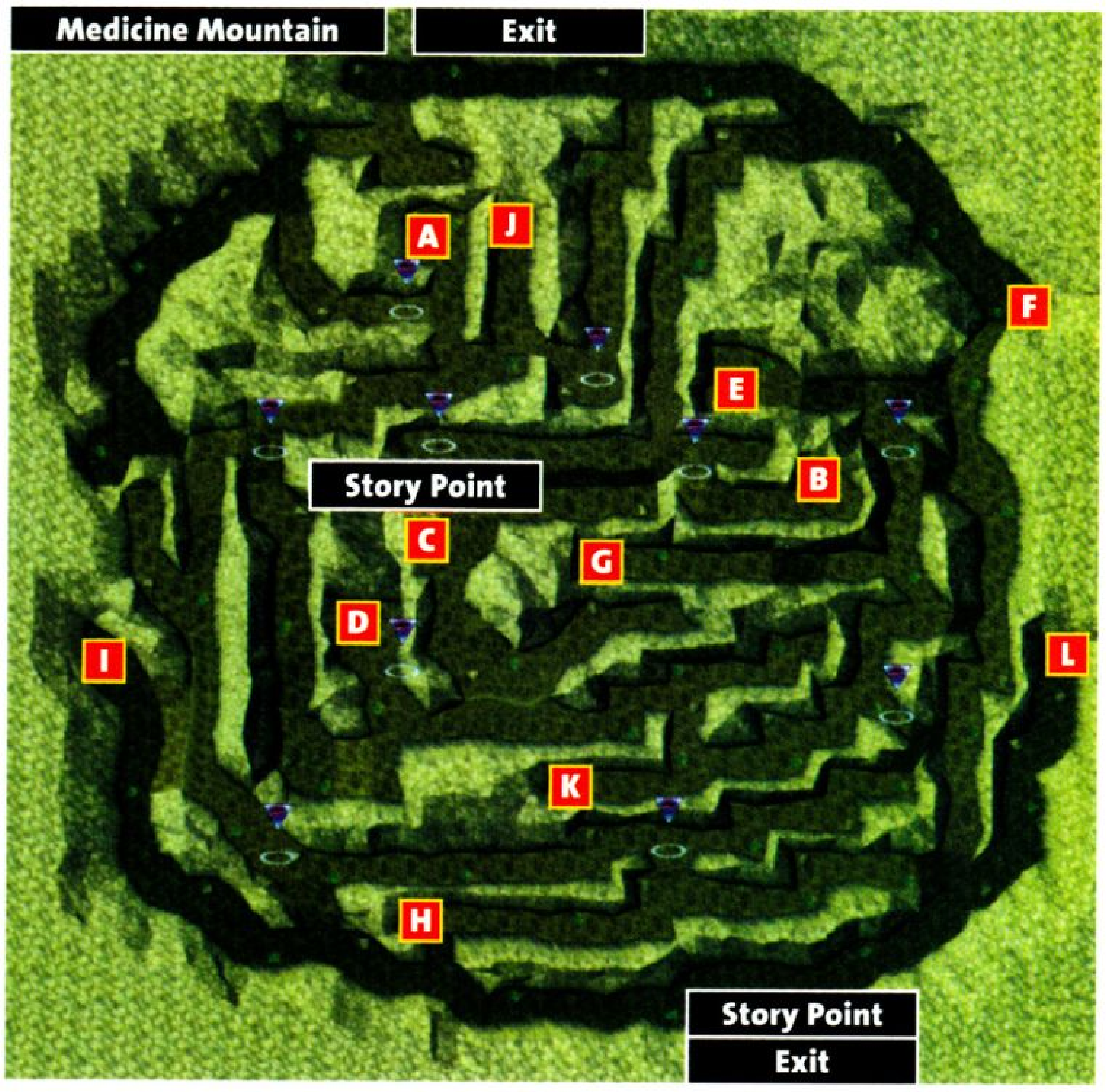
Medicine Mountain is chock full of various, helpful herbs, but the one you're really looking for is the red one in the centre of the map. Once the herb is procured, return to Fina's house and your characters automatically administer the cure. After a quick nap you find the little critter gone. Don't worry - he's just outside. As is a vast contingent of troops who capture you. Boo!







After rescuing the horned creature, it's a case of finding a cure for his illness...







Medicine Mountain

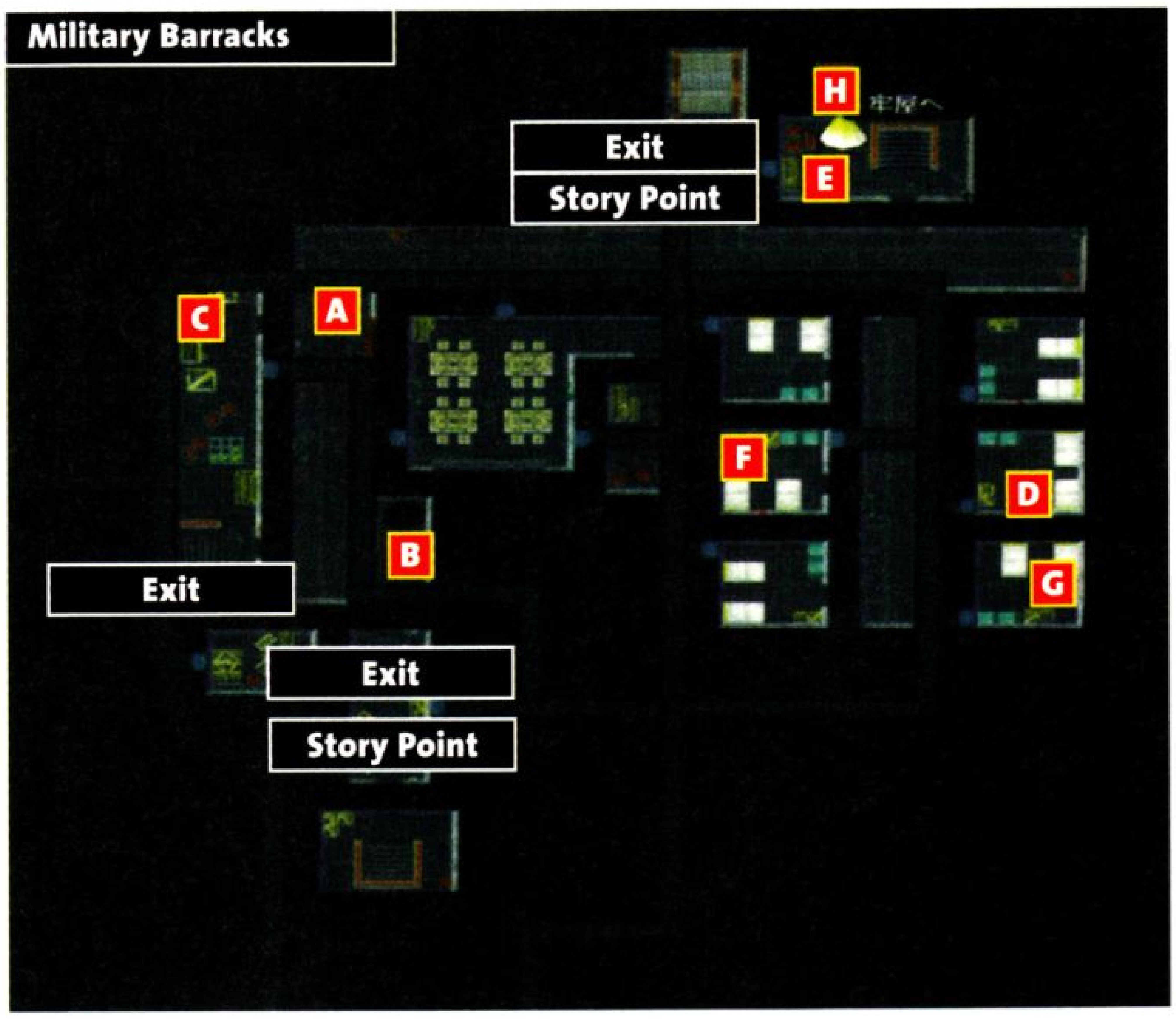
- A Restore Herb
- B Panacea
- C Sarf Herb
  (This is the one you need)
- D White Sarf Herb
- E White Sarf Herb
- F White Sarf Herb
- G Soul Herb
- H Antidote Herb
- I Antidote Herb
- J Antidote Herb
- K Herb
- L Herb

THE MILITARY COMPLEX

Getting out of the cell is easy - just rip off the pipe on the toilet and watch the scene play out. Now go down the corridor, mug the guard and pinch his key then.. oh I won't spoil it.

Once you're outside, you need to find the airvent - there's no other way out. The vent leads to the cell where the creature you healed is being held. You can't get down, so follow the gantry around and enter the other vent. Explore all the rooms the vents open onto - you'll engage troops in combat, but you'll get useful items from their belongings. The door codes are collected by listening in to the girls in their locker room. Write down the symbols that are in quotes and go to the door. The symbols should match, meaning that you can enter the code. The combination I used was fourth option, fourth option, third option, third option, second option, first option, second option, first option. Apparently though there are rotating codes so if that doesn't work, it's the copying symbols technique for you!

This should allow you to enter the room with the creature. Free him by using a winch to lift the cage. Now you're free to roam the complex, taking on the three lieutenants one-by-one...

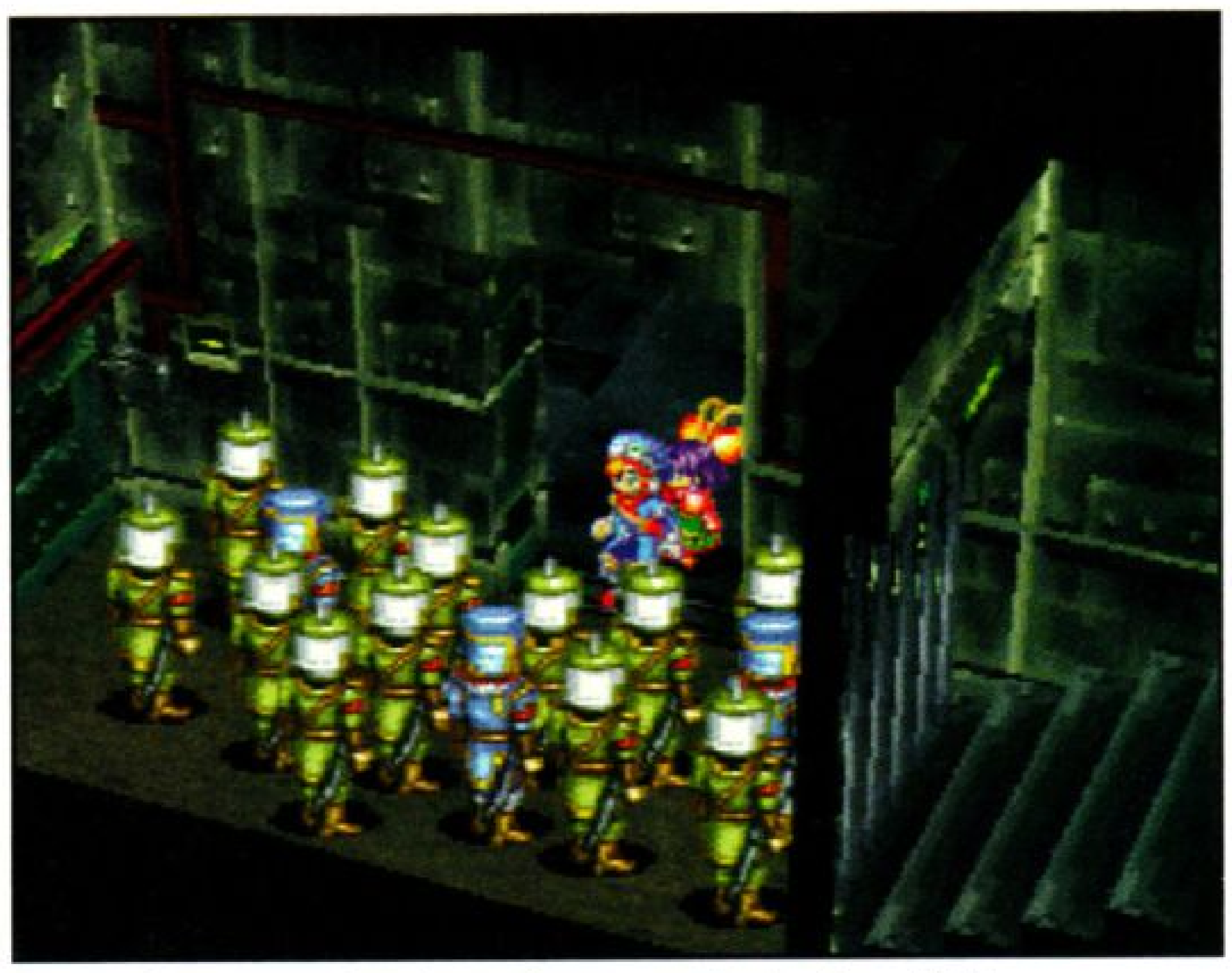



Oh no! You've been captured!


You need to find a way out of the cell...

Military Barracks

- A 80G
- B 80G
- C Army Saber
- D Army Boots
- E Ultra Drink
- F Officer Uniform
- G Enlisted UniforM


But your first escape doesn't exactly go according to plan... D'oh!







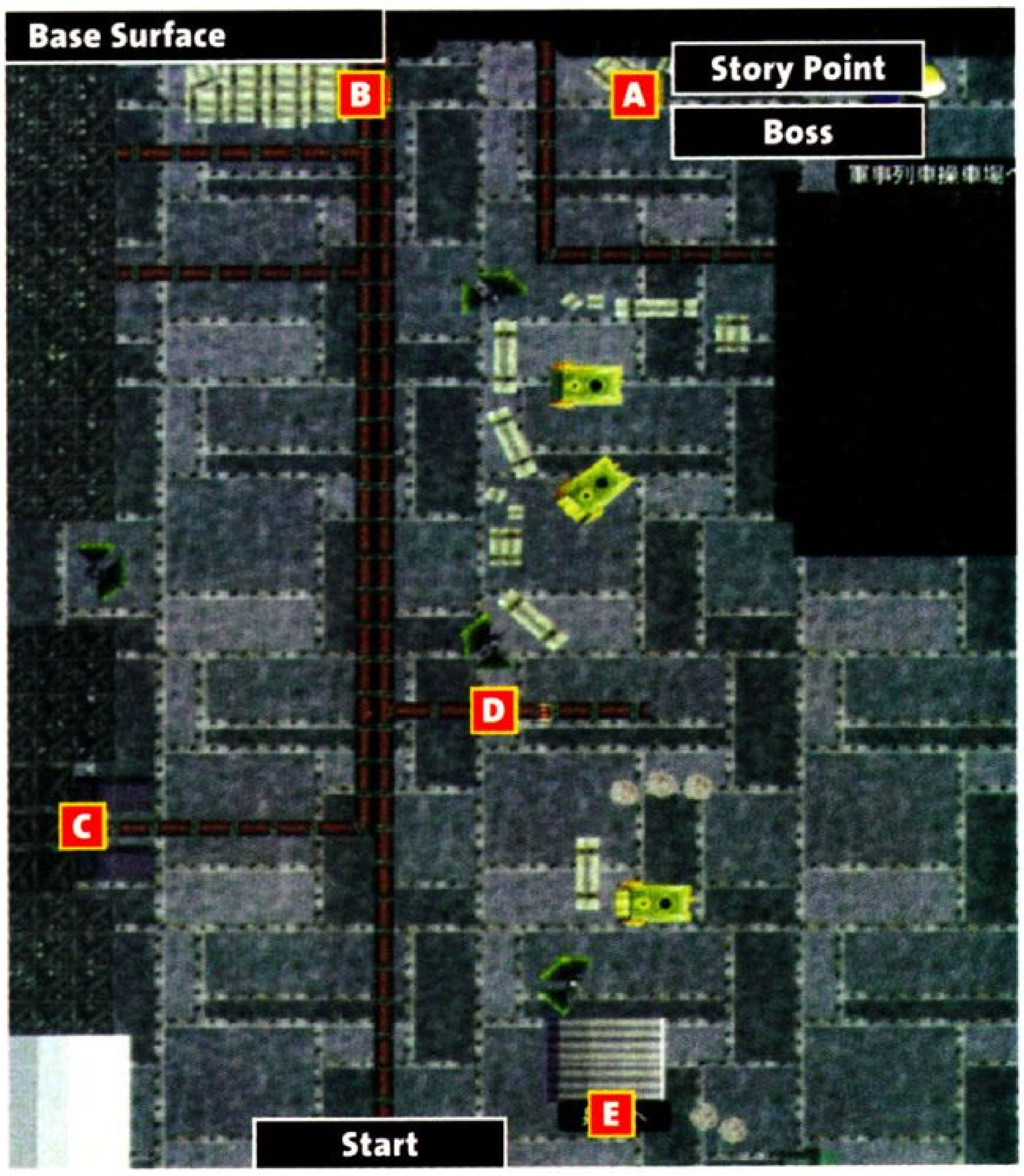
Once you reach the surface, you're pretty much home and dry. Simply loot the area for all the gold the soldiers have foolishly left lying around and then peg it to the train and watch Justin escape from confinement scot free!




With the bosses taken out, the coast is clear!

Base Surface

- A 80G
- B 80G
- C 80G
- D 80G
- E Go here!



MISTY FOREST SEA WEST

Once on the train you find the enemy in hot pursuit. Work your way through the various cabins, picking all the objects and slaying the guards (they get tougher as you progress and you're probably running out of health potions by now...). Once you're at the front of the train, events are triggered that set your escape up. Now head for Rukh!

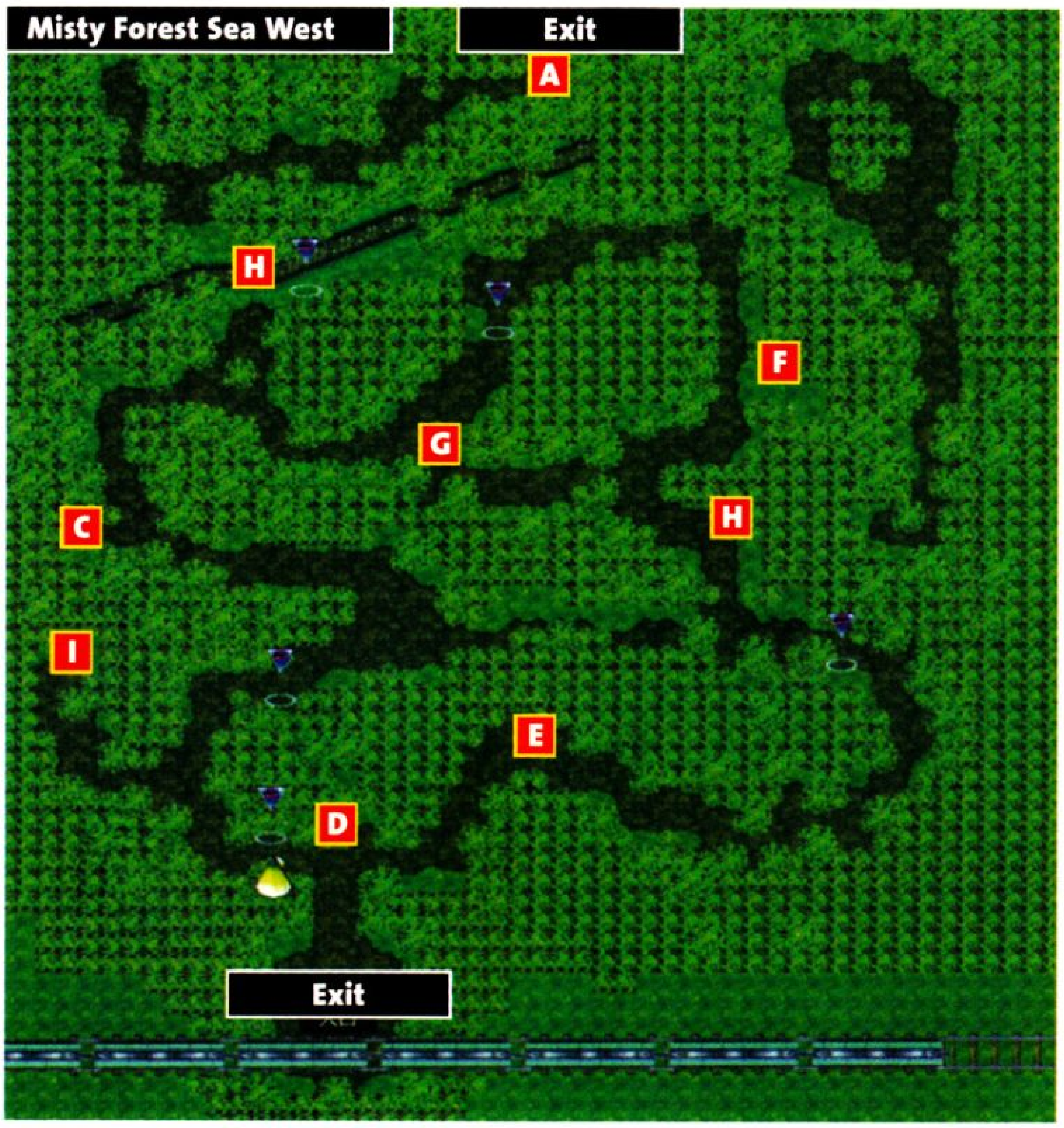


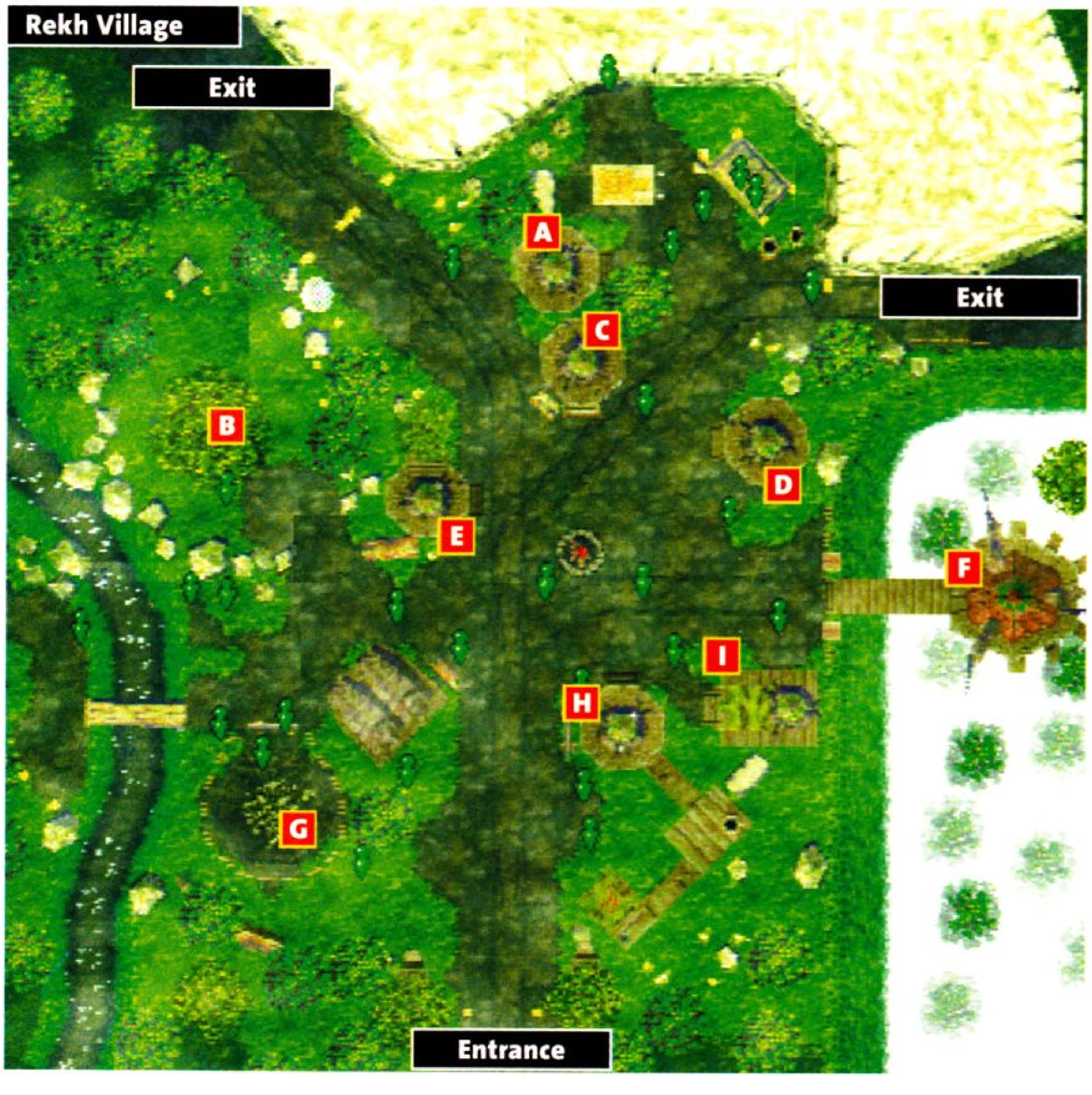


Ooooh! Eerie eh? That mist is scary...

Misty Forest Seawest

A	90G
B	90G
C	90G
D	90G
E	90G
F	90G
G	270G
H	Baobob Nut
I	Henahena Herb





RUKH VILLAGE

This is an ideal place to spend the huge amounts of money you'll have by now on new weapons and armour. There's actually little to do here yet. Just equip and heal up and then head out via the northeast exit. This takes you to the Godlight Mountain Base.



Just about all of the townships in Grandia have mayorial residences. In Rukh Village, the leader of the town dwells in this spectacular looking dwelling.

Reku Village

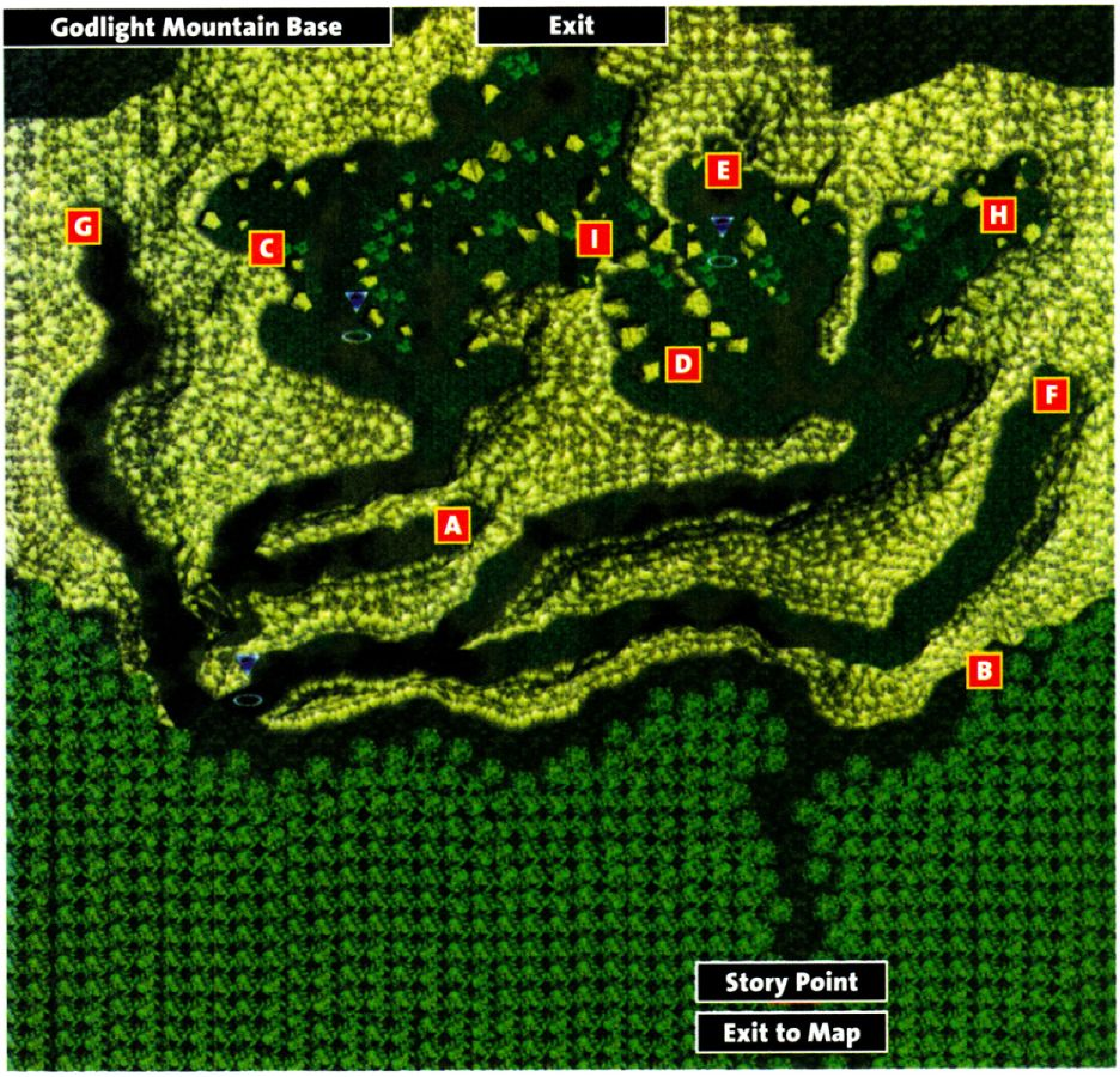
A	House 2
B	Godlight Okra
C	House 1
D	Shop
E	Horned Creature's House
F	Mayor's House
G	Bone Pit
H	House 3
I	House 4



As you progress through the game, the villages you visit proffer exponentially better weaponry and potions. A really, really basic tip is to stock up before exploring!

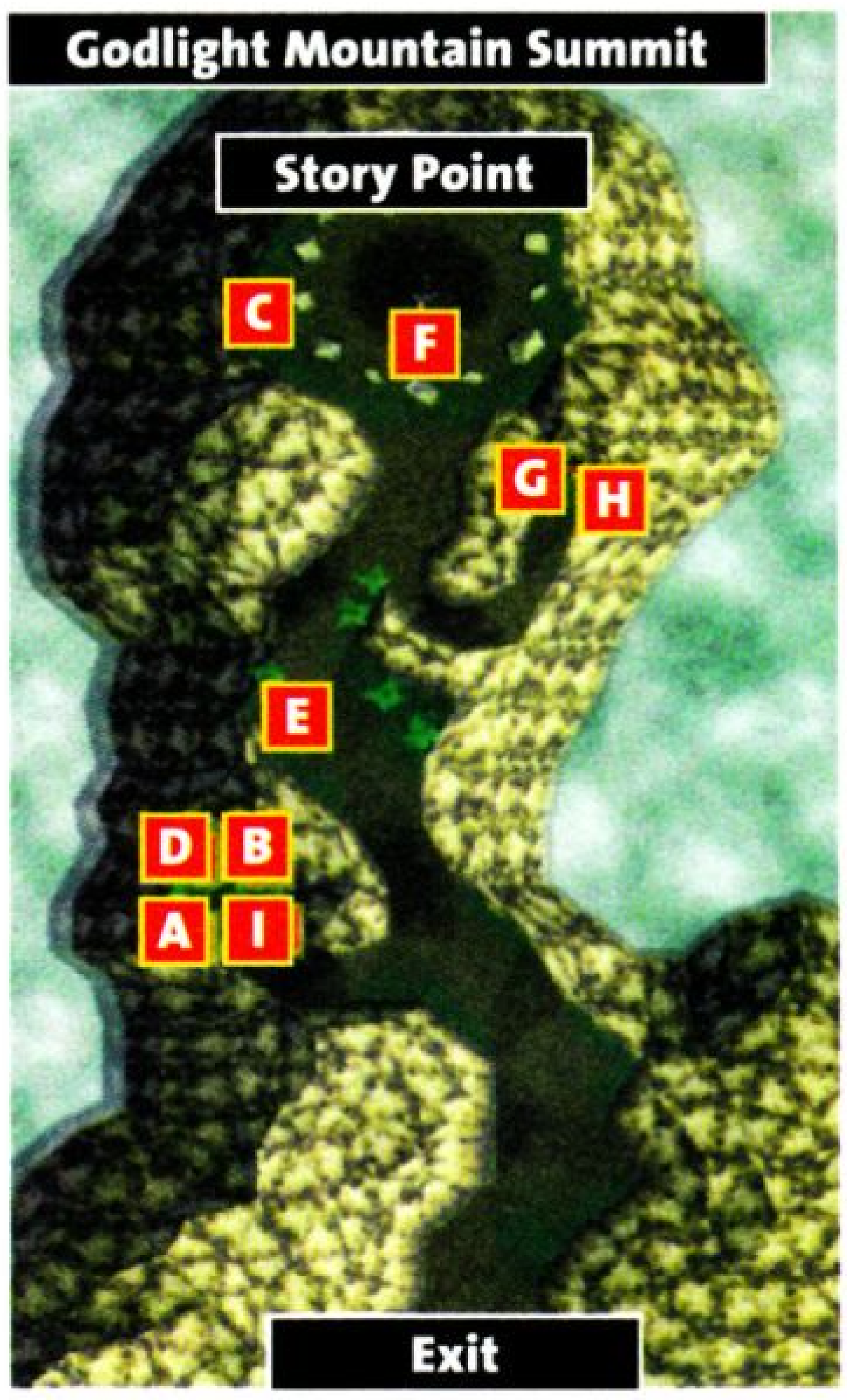
GODLIGHT MOUNTAIN

These two stages are very easy experience and object gathering levels. Simply mill about the levels as you please, destroying the enemies at will and looting the place for objects. Make sure you visit the throbbing summit of the Godlight Mountain before returning. Then visit the mayor's office. You want him to guide you to the World Wall, but he ain't too keen. Leave Rukh village via the northeast exit. You can't go anywhere, so head back to the mayor's house. Now he's very keen to join you. Talk to him again then rest up for the night at the house of the horned creature you rescued. Get some kip and you'll be interrupted in the early morning. The military have caught up! Scale Godlight Mountain again, but stay battle ready! At the summit you'll see Lin (Fina's sister!) make off with the obelisk. Now head east out of Rukh.











Godlight Mountain Base

A	100G
B	100G
C	100G
D	100G
E	100G
F	100G
G	Soul Herb
H	Untangle Spell
I	Mahi Talisman

Godlight Summit

A	100G
B	100G
C	100G
D	300G
E	Mist Splitter
F	Godlight Wine
G	Godlight Charm
H	Gauntlets of Truth
I	Revive Herb





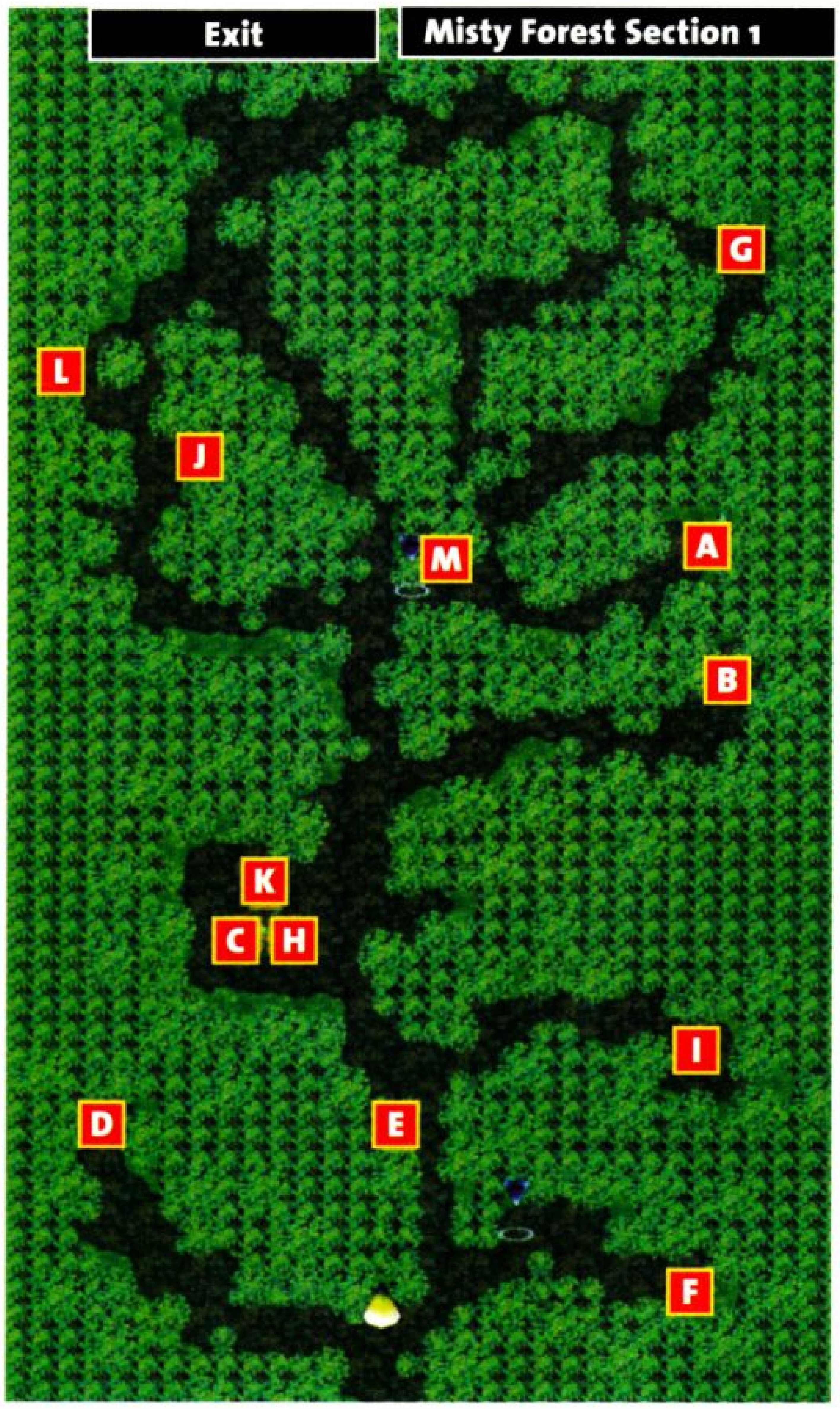
The cunningly placed stones turn the level into a fairly intricate maze. Hence the maps.

MISTY FOREST SEA EAST

This is three simple levels packed with herbs and monsters. There's very little we can tell you here because it's just plain adventuring from start to finish. Simply loot the area for objects and head onto the next bit. At the end you'll get a really cool panoramic FMV view of the World Wall and then you're straight there. It's a vast area really, packed with goodies and booby traps. Typically the traps don't harm you, they tend to get rid of the more valuable treasure. Bad move. Oh well, just keep ascending. Take special note of the lighter brown switches on the wall. All of them have their uses and are essential in aiding your climb. As you get higher, so the danger increases. Make sure you're stocked up with healing potions - the creatures near the top are harder than all of the previous bosses! Oh yes. We haven't bothered mapping this area, since it's pretty much just one way up.



You need to take the east exit out of Rukh in order to access this level, but first of all you need to establish just where to go! The mayor of the township comes in handy here but first you need to win his trust.



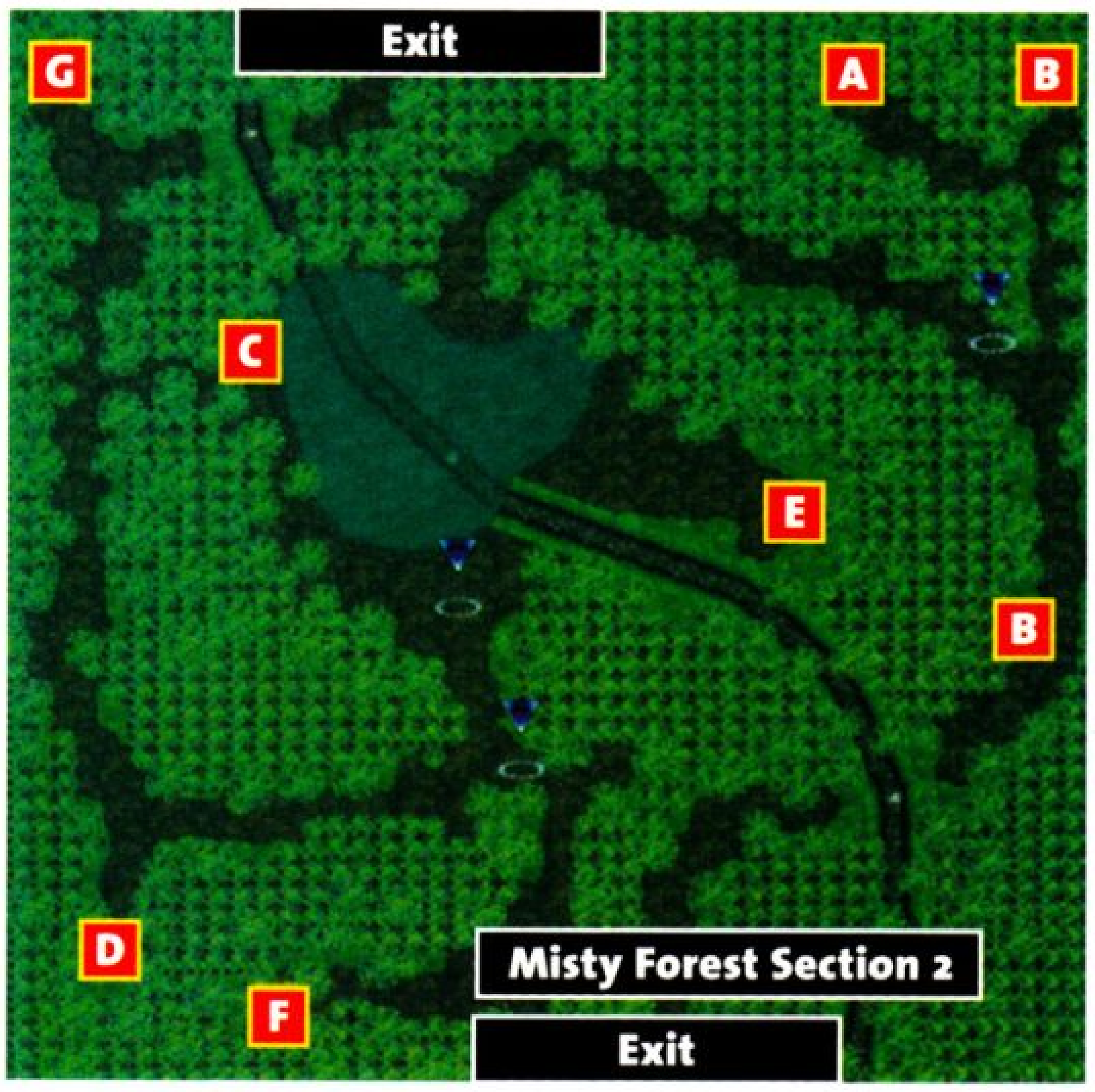






Misty Forest Section One

A	90G
B	90G
C	90G
D	90G
E	90G
F	90G
G	270G
H	270G
I	Crimson Herb
J	Chorura Flower
K	Chorura Flower
L	Baobab Seed
M	Revive Herb



Misty Forest Section Two

A	90G
B	90G
C	90G
D	90G
E	270G
F	Story Staff

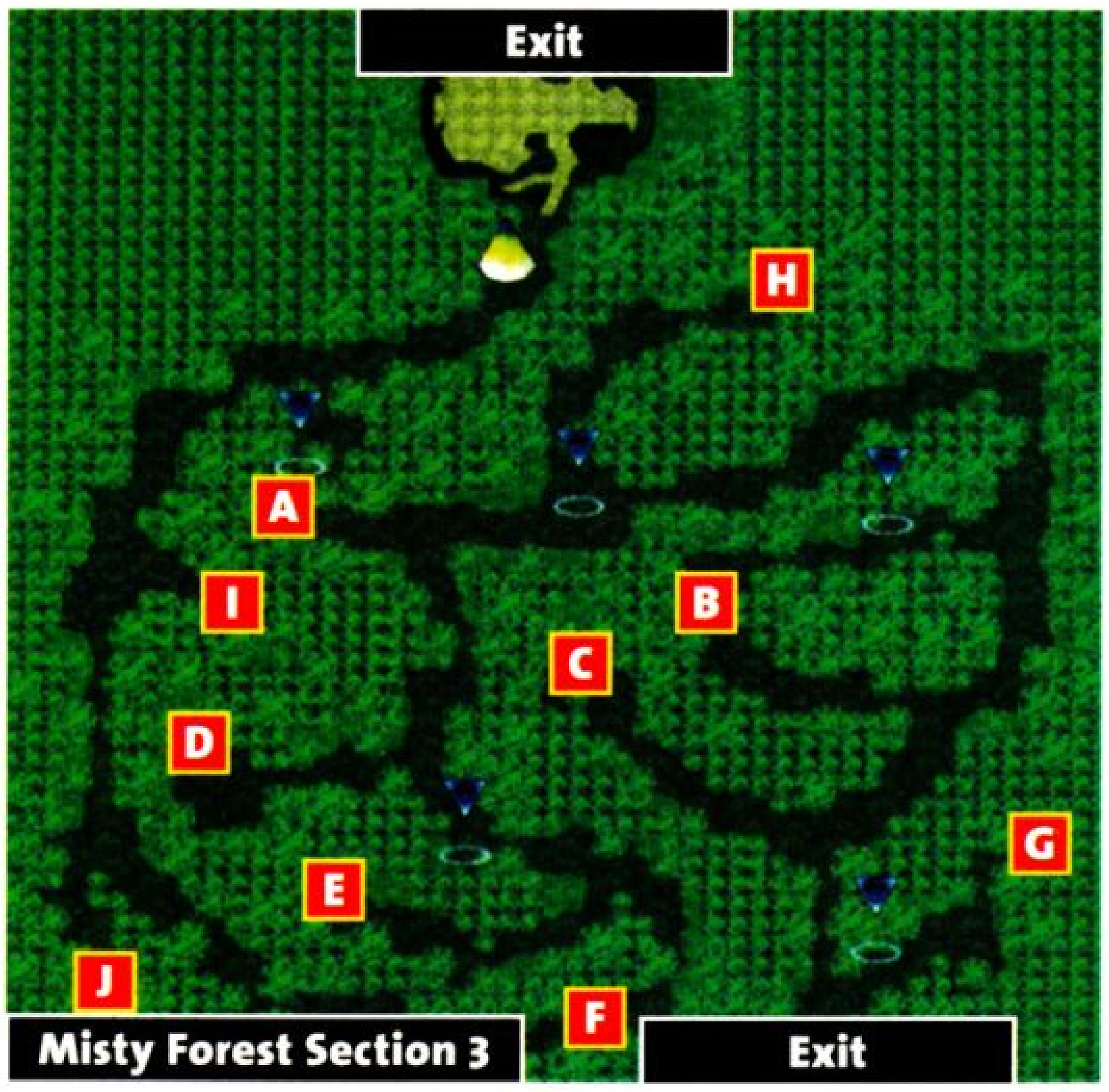




Ooooh, it's a veritable maze here isn't it! Pick your way through with care.

Misty Forest Section 3

A	90G
B	90G
C	90G
D	90G
E	90G
F	90G
G	Healthy Carrot
H	Smirna Herb
I	Fast Attack
J	Baobab Seed







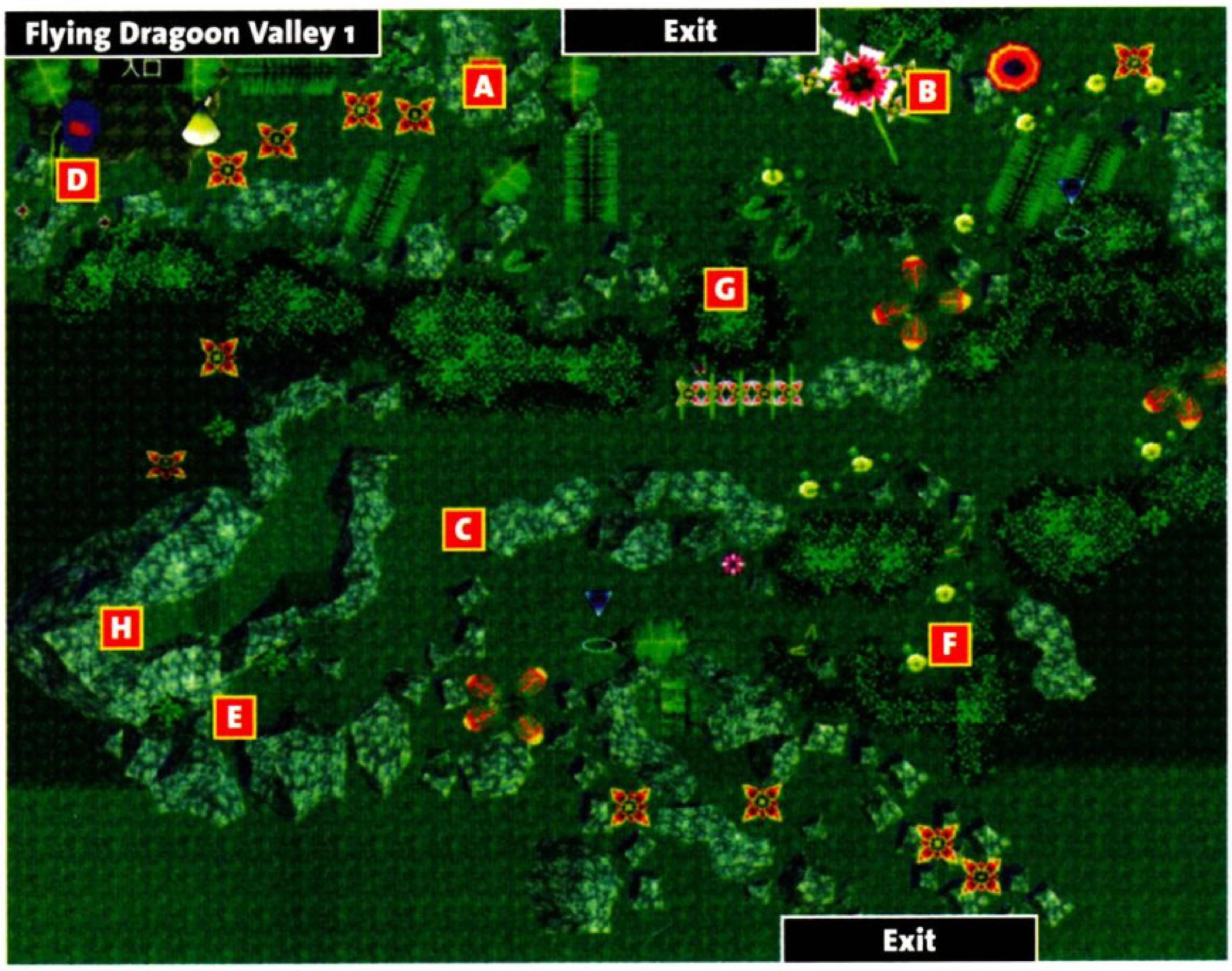


This area of the game leads all the way up the World Wall. No real map is required at this point - just make your way upwards. Be sure to get the weapons and cash though!

FLYING DRAGON VALLEY

A relatively simple, yet vast layout, these levels are straightforward hack 'n' slash activities. Beware of the plants though - they spray poison, be if they attack in groups with a minotaur, be sure to get the plants first. Justin and Fina should be able to take them out in one turn. When you get to the third map, you'll meet Gadoin. Justin challenges him to battle but it's a fight you can't win. Just lose and then he'll join the band. You'll find Sue too! By this time, the levels are virtual mazes. If you're stuck, bear in mind that one plant can be climbed! Oh and don't miss the mana eggs. You can cash them in at shops for magical powers, although you probably know that by now.



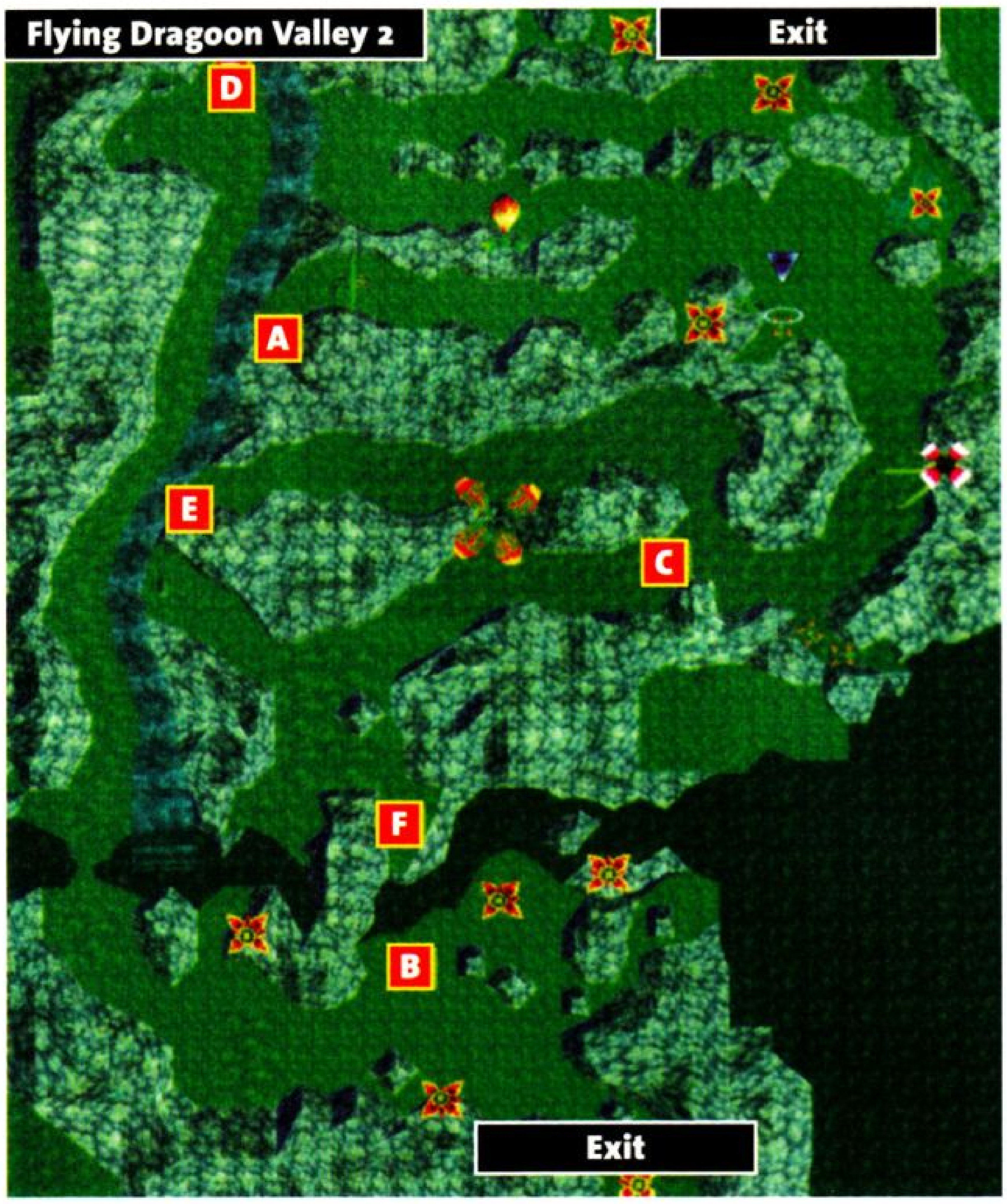




The plants are big obstacles in the Flying Dragon Valley levels. Some of them have a craving for human flesh!

Flying Dragon Valley 1

A	120G
B	120G
C	360G
D	360G
E	Storage Area
F	Chorura Flower
G	Antidote Herb
H	Bomb Spike











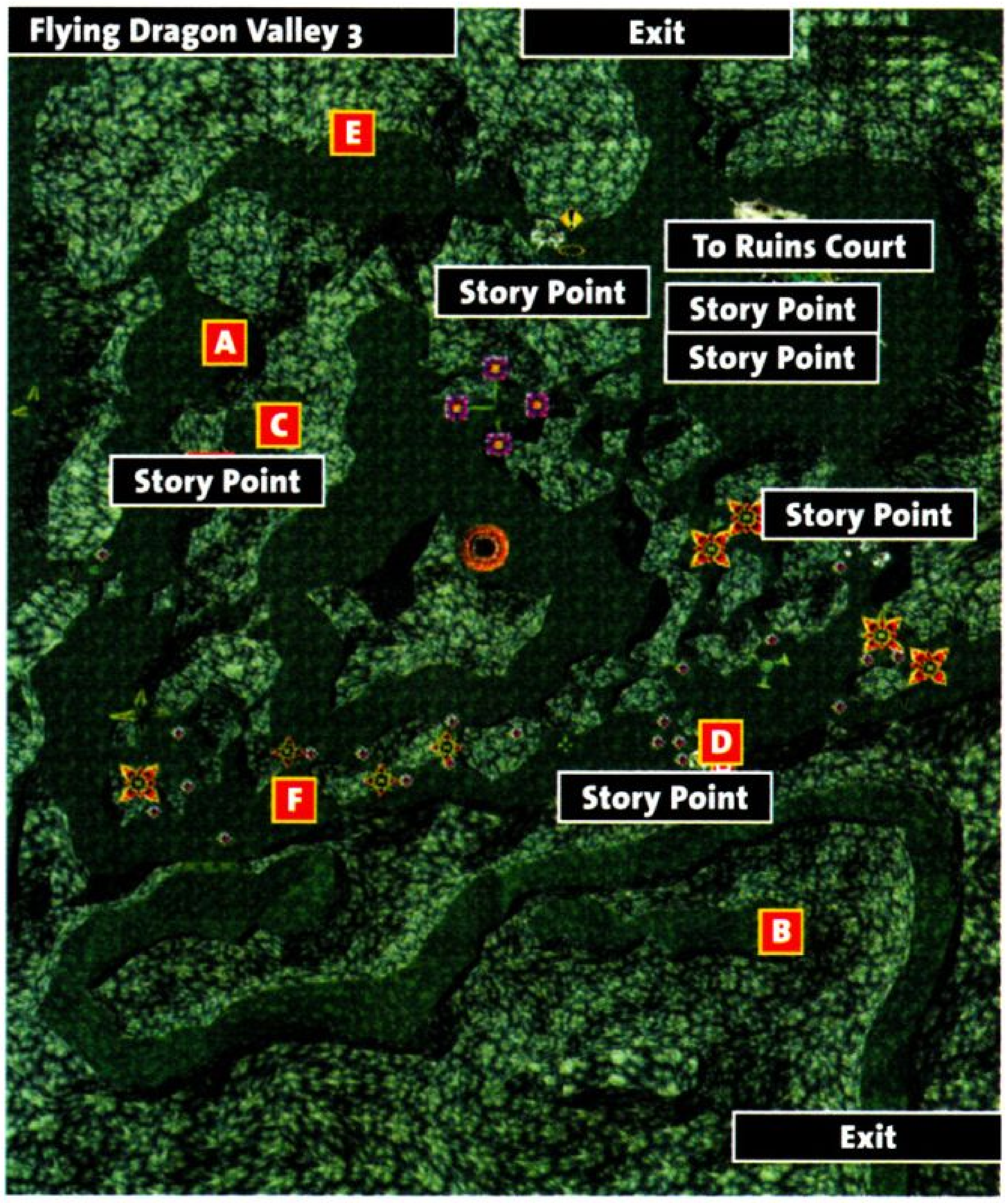
Other plants are helpful in getting you across difficult terrain. Crossing streams requires you finding the stepping stones.

Flying Dragon Valley 2

A	120G
B	120G
C	Sue's Shoe
D	Magic Fruit
E	Revive
F	Vaccine



Gadoin is the last member of the team to recruit and he's found at the beginning of this level! This is a lovely picture of the insides of his house.



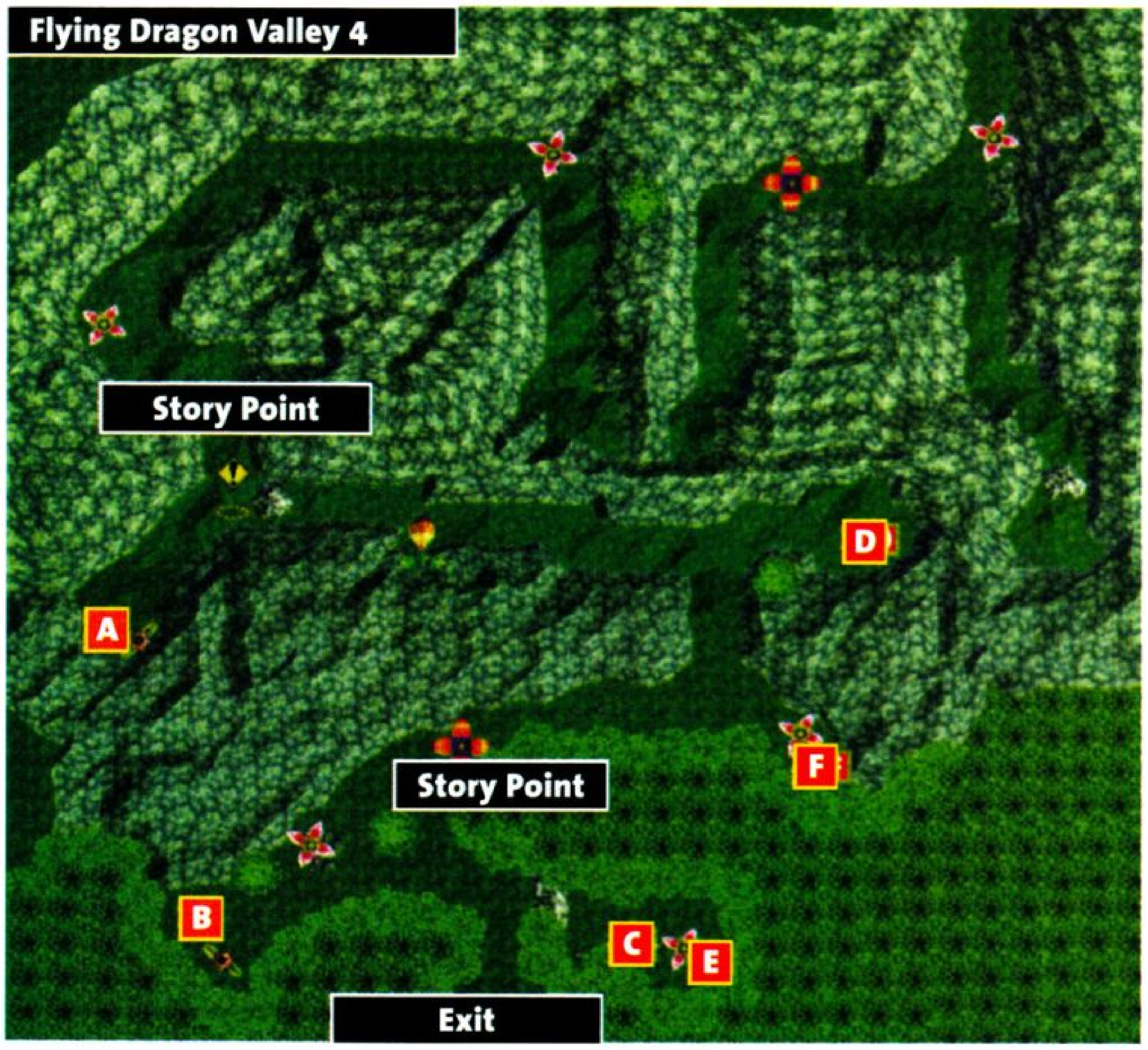




As you progress through the Flying Dragon stages, you end up negotiating increasingly difficult terrain. Make sure you note that ladder-like plant (right) - it's easy to miss.

Flying Dragon Valley 3

A	120G
B	120G
C	120G
D	Strength Seed
E	Flame Charm
F	Mana Egg







Flying Dragon Valley 4

A	120G
B	120G
C	120G
D	360G
E	Noronoro Herb
F	Mana Egg

The poisonous nature of the creature above is just about the only worry you have once Gadoin has joined the team. By this time, Justin's pretty powerful, but Gadoin is virtually omnipotent, able to destroy everything in his path with very little effort whatsoever. He's a bit slow, but in terms of strength, he's second to none.











DAITO VILLAGE

A simple list of tasks to do here. It's very advisable to rest up at the hotel, after which you should go and visit the mayor. After that go to the doctor's, at which point it should start to rain. Once all this is done, go over to the beach and talk to Gadoin. Now you're ready for the onslaught on Cloud Moon Mountain. I needn't remind you that should arm up in the shop before restarting your quest...



A bit of conflab as the story unfolds...

Daito Village

A	Hotel (Save)
B	Shop
C	House 1
D	House 2
E	House 3
F	House 4
G	House 5
H	House 6
I	Mayor's House
J	Doctor Aruma's House







And this is where we leave you for this month! Next month we tackle the terrors of the Cloud Moon Mountain, finishing off the first CD and moving into the even more stunning areas found Disc Two. Make no mistake, Grandia is flinking ace!













COIN-OPERATED

Following last issue's news coverage, SSM continues its look at the recent AOU Show. This month, we're focusing on the hottest arcade games heading your way in '98 - from the latest 3D beat 'em ups to some finger-blistering shoot 'em ups. These coin-guzzlers are gonna be huge!

PLASMA SWORD

BY	CAPCOM
BOARD	SYSTEM 22
TYPE	3D BEAT 'EM UP
COMPLETE	88%

Although not a massive arcade hit, Star Gladiator still featured some awesome visuals and spawned a decent PlayStation game. Now Capcom have returned to their futuristic fighting force and produced the Technicolour onslaught that is... Plasma Sword!

A year has passed since "The Fourth Empire", led by Edward Bilstein, was destroyed on Zeta. The world is at peace once again. However, strange things have suddenly started to happen. A rumour begins to spread that the ghost of Bilstein has appeared on Zeta. Soon after, a research team is attacked and destroyed by an unknown armed bandit. Is Bilstein still alive?! With many unanswered questions remaining, could this be the dawn of a new battle?

Although there are a massive 22 characters in Plasma Sword, there are really only two new combatants. The first new fighter is an original character brought over from Star Gladiator while the second character is a kind of "clone".



JUNE: Burning with vengeance for Bilstein.
ELE: Arch-Angel who is above space and time.
ZELKIN: Pretentious bird man.
EAGLE: Hero of justice soars through the sky.
SATURN: Street performing warrior.
PRINCE: A feeble minded prince from the planet Saturn.
GAMOF: True guardian of the woods.
GANTETSU: Commando of Vengeance.
HAYATO: Hardcore bounty hunter.
BLACK HAYATO: The evil factor has taken over.
BLOOD: Forsaken dark hero.
SHAKER: Insane rocker.
GERELT: A noble matador again.
CLAIRE: A maiden fencer in cardinal.
VECTOR: Brutal killing machine.
OMEGA: Vector prototype.
GORE: Mad wizard.
LUKA: Winsome witch with wickedness under a mask of innocence.
BILSTEIN: The terror back from the dead.
GHOST OF BILSTEIN: The ghost that roams the Fourth Empire.









RAIN: Enchanting Empress.
This mysterious beauty claims that she is the daughter of Bilstein. With her huge Plasma Scythe, she has the overwhelming power to freeze the entire Universe.

BYAKKO: The hunter from the dark side. "All I need is one strike. No mercy!" His sharp claws cut through steel effortlessly. The space ninja Byakko has been sent to Zeta by the Earth Federation, but is he a friend or foe?

As Plasma Sword is the sequel to Star Gladiator, most of the controls are the same. However, there are some exciting new features to get to grips with. Here's what's on offer:

PLASMA COMBO

By executing a set order of attacks in the correct sequence, players can perform devastating combination attacks. These moves are performed in the same





▲ Plasma Sword features some incredible visual effects.



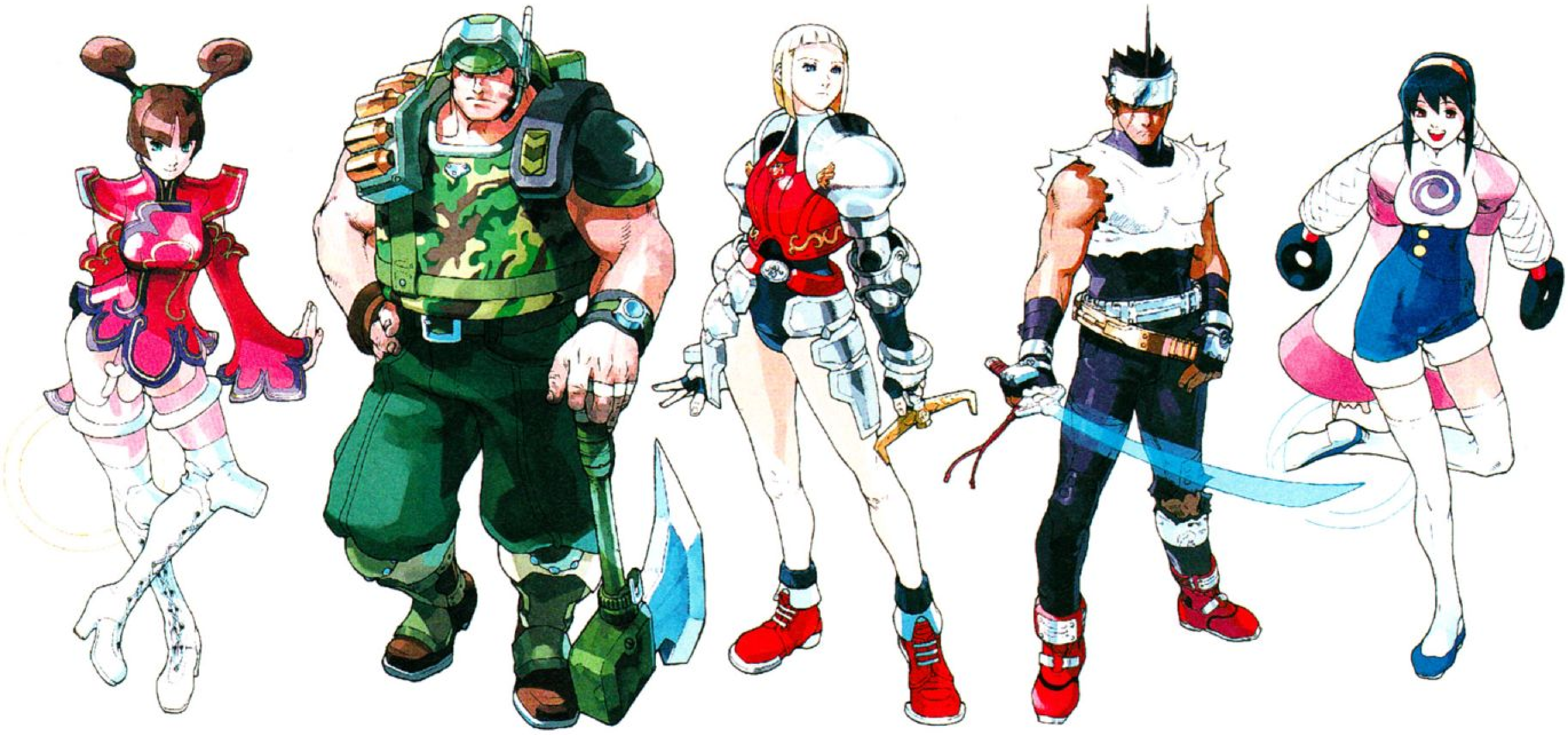




▲ Super moves and combos are a wonder to behold.



▲ Old faces and new fighters battle to save the galaxy.



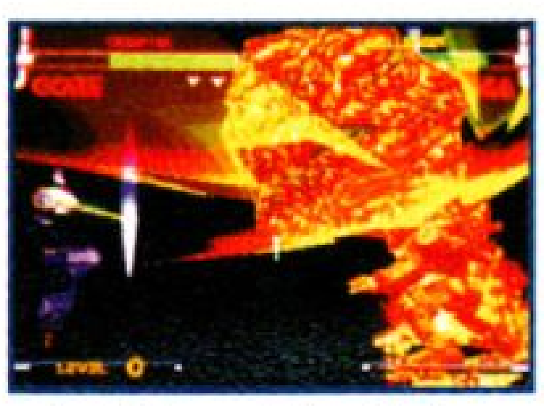


manner as the original game, except that before it was mostly used to knock down your opponents guard. This time it's used to inflict heavy damage instead. Level three combos are the most common moves to perform.



▲ Colourful outfit and cheeky nature. Lee Nutter? Could be!





▲ Even basic moves are enhanced with incredible effects.



PLASMA STRIKE

By entering a command, followed by simultaneously pressing A + B, you can execute this very powerful attack (similar to a Super Combo). Plasma Strikes use one point of the Plasma Gauge. With this simple command, players can continuously inflict deadly attacks on their opponents.

PLASMA REVENGE

Press A + G together and your character is surrounded by an energy shield which remains in effect for a fixed time. If during that period your opponent attacks, the damage you would have received is reflected back on to your foe. In Star Gladiator, the energy shield needed to align to either a vertical or horizontal attack to be effective, but now it works against all attacks that could be stopped with a standing guard.



▲ Renegade robot Vector unleashes its super attack.





▲ Each character is capable of generating a force shield.



PLASMA FIELD

If your opponent touches the Plasma Field expanding around your character, they are pulled into a special space/time area and trapped there for a few seconds. While in this area, the player's special abilities are all powered-up to super levels, allowing for some serious heavy damage attacks!

PURSUIT ATTACK/SAFE-LANDING

When a player has been sent flying by an opponents' attacks, two options become available. If the attacker moves the joystick up and presses any button, they can perform a pursuit attack. If the defending player presses a button at the same time as they touch the ground, they'll land safely.

STREET FIGHTER EX2

BY	CAPCOM
BOARD	SYSTEM 22
TYPE	3D BEAT 'EM UP
COMPLETE	45%

Last issue we mentioned that two old Street Fighter characters had been dusted off and polygonised for inclusion in Arika's arcade sequel. Well, we can now reveal that both Blanka and Balrog have many of their original moves as well as a number of stunning new attacks. Fans have been clamouring for both of these characters to make an appearance in recent Street Fighter games and it looks like they've finally had their prayers answered! As well as the entire SFEX cast and these two old skool combatants, the game is also set to include a feisty female fighter by the name of Sharon - a tough-as-nails redhead who appears to have some mysterious connection to Sean. A few other fighters are rumoured to be included in the finished game, but Capcom keeping are keeping quiet as to who they are.

What fans can expect is more of the same fast-paced 3D combat that made the original game such a hit, with more special moves, explosive combos and visual treats than the original. Lucky PlayStation owners can probably expect to see a home conversion sometime later this year. We'll have more awesome Street Fighter EX 2 coverage next month.







▲ A sexy redhead called Sharon? Could it be Matt's bird?







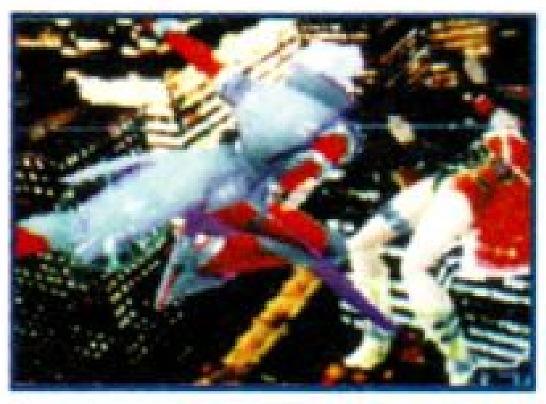
PSYCHIC FORCE 2012

BY	TAITO
BOARD	WOLF BOARD
TYPE	3D BEAT 'EM UP
COMPLETE	75%

When Taito first revealed Psychic Force to the world using their FX-1 system, everyone was immediately impressed with the visual feast of full 3D battles, fast-moving gameplay and dramatic atmosphere. However, with the awesome power of their new WOLF Board, Taito are now ready to take the arcades by storm once again. With overwhelming superior CG visuals, the supernatural powers of the psychic forces almost explode out of the screen!

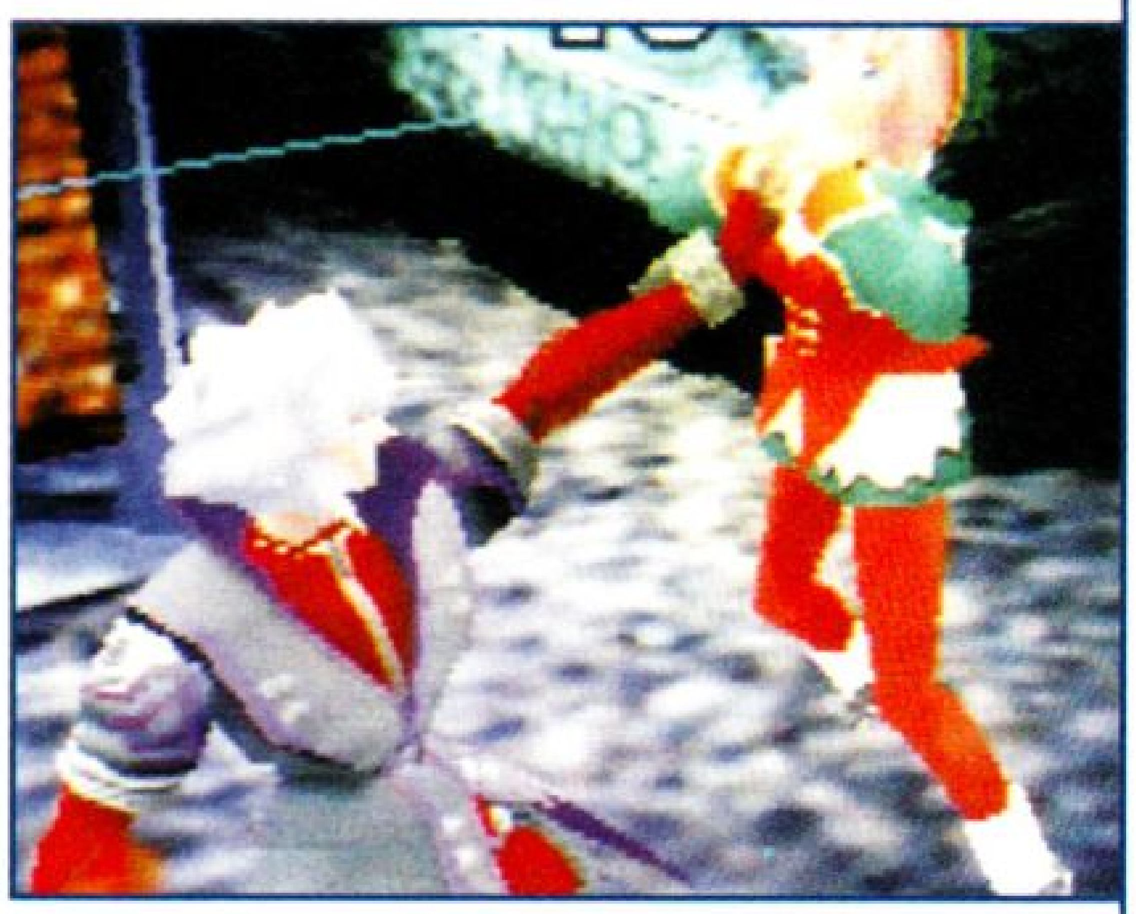
In Psychic Force 2012, players fly around 3D battle arenas, unleashing deadly psychic attacks while dodging their enemies' supernatural powers. The control method is simple enough that anyone can enjoy it, with players using a three button set-up to activate special moves. The joystick is used to manoeuvre characters around each futuristic level, simulating flight and allowing players to dodge attacks from almost any direction.

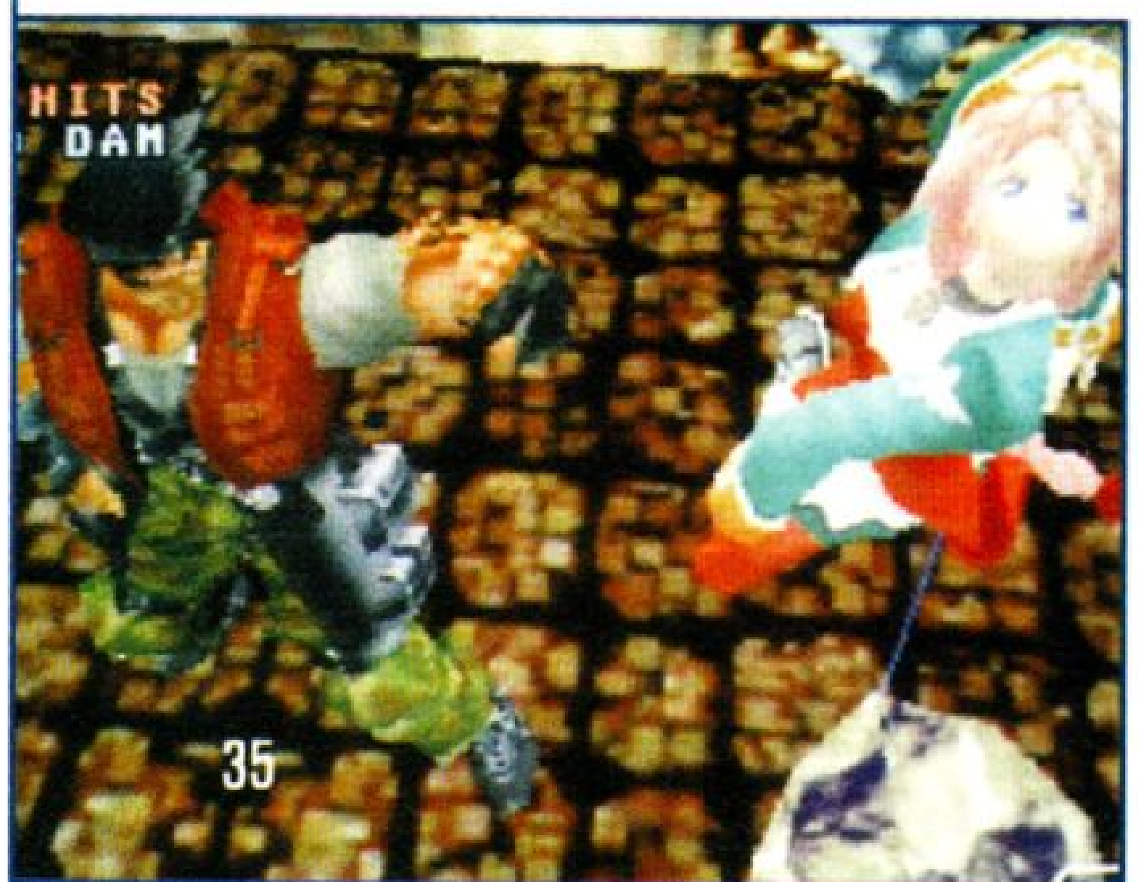
The psychics fight in a huge, cubic space called a "Kekkai". The Kekkai can actually be used as a means of aiding combat as additional damage may be inflicted on opponents if you slam them into the inner wall with a strong attack, combo, throw or supernatural move. Players utilise both weak and strong attacks in combat, depending on their proximity to each other. Weak attacks quickly damage the enemy consecutively while strong attacks can literally blow an enemy away!





▲ You don't wanna be trapped in a lift with these blokes!





▲ Psycho Force 2012 is even cooler than the original.



▲ Ten playable characters and a few bosses are on offer.

BATTLE TRYST

BY	KONAMI
BOARD	UNKNOWN
TYPE	3D BEAT 'EM UP
COMPLETE	60%

Although Fighting Wu-Shu wasn't quite the massive hit Konami intended, the company's commitment to producing 3D arcade beat 'em ups continues. Arriving in Japan this Spring, Battle Tryst is a slightly different style of one-on-one fighting game with character art by a former Twin Bee and Parodious artist and some top quality animation.



▲ Earn big bucks from trashing your opponents!





▲ Could Battle Tryst be bigger than Fighting Wu-Shu?

The game takes place in the near future where a popular TV show called 'Battle Tryst' sweeps the ratings. Both ordinary people and professional fighters are allowed to compete in this fighting tournament with the winner (the last person surviving) receiving the program's prize money. As well as standard attacks and spectacular special moves, the game contains the following cool features:

ESCAPE

By moving the joystick up or down and pressing the guard button, players can dodge their opponent's attacks and move around to the side. From this position you can then launch your own counterattack.

ALL-IN-ONE

My moving the joystick back while pressing the guard button, you can counter-attack immediately with a combination attack. Even if you take a hit you can strike back without hesitation. This should open the game up to even novice players.



FRONT GUARD

Rather than having separate Upper and Lower Guards, Battle Tryst uses just one all-over guard. Thus, whether you are standing or crouching you can still guard your entire body.

COMBO MONEY BONUS

Players actually earn money by pulling off impressive combos. Depending on how many hits you manage to link together, the game's money score increases. When you clear each stage, all of your combos are calculated and the resulting money is added on to your money for clearing the stage. You're rewarded not just for finishing the game quickly, but for fighting well instead!

TERRABURST

BY	KONAMI
BOARD	UNKNOWN
TYPE	LIGHTGUN SHOOT 'EM UP
COMPLETE	75%

In the year 2017, Earth is under attack from aliens who have travelled from a distant warring galaxy. Earth's military forces are no match against their superior technology and the aliens are destroying everything in their path. Earth's last hope is the special defence unit known as the "Sentinel Angels" who have constructed a powerful prototype machine gun called the P-017. You are mankind's last hope for survival... good luck!

For a lightgun game as big as Terraburst, you might expect something a little better than the usual stand-alone arcade cabinet and Konami have certainly delivered. Players blast away at invading hordes on a massive 50" screen that really pulls you right onto the battle field. Witness never-before-seen high quality CG graphics and explosive movie-quality destruction as you and a partner blow the crap out of extraterrestrial invaders and save the planet!





Terraburst's massive two-handed machine gun is a hefty piece of artillery with a free reign of movement, allowing players to move around and shoot simultaneously. Throw in Konami's new super-accurate recognition system, unlimited ammo and a nifty recoil feature and the P-017 is easily the coolest arcade lightgun ever created. In the gameplay department, Konami have included a special Lock-On System which can be used against mechanical enemies (such as the alien's large war machines). By releasing the trigger you can lock-on and release up to five homing to send 'em back to the stars!





▲ Expect top lightgun shootin' in Konami's Terraburst, as the P-017 boasts unlimited ammo and a nifty recoil feature!

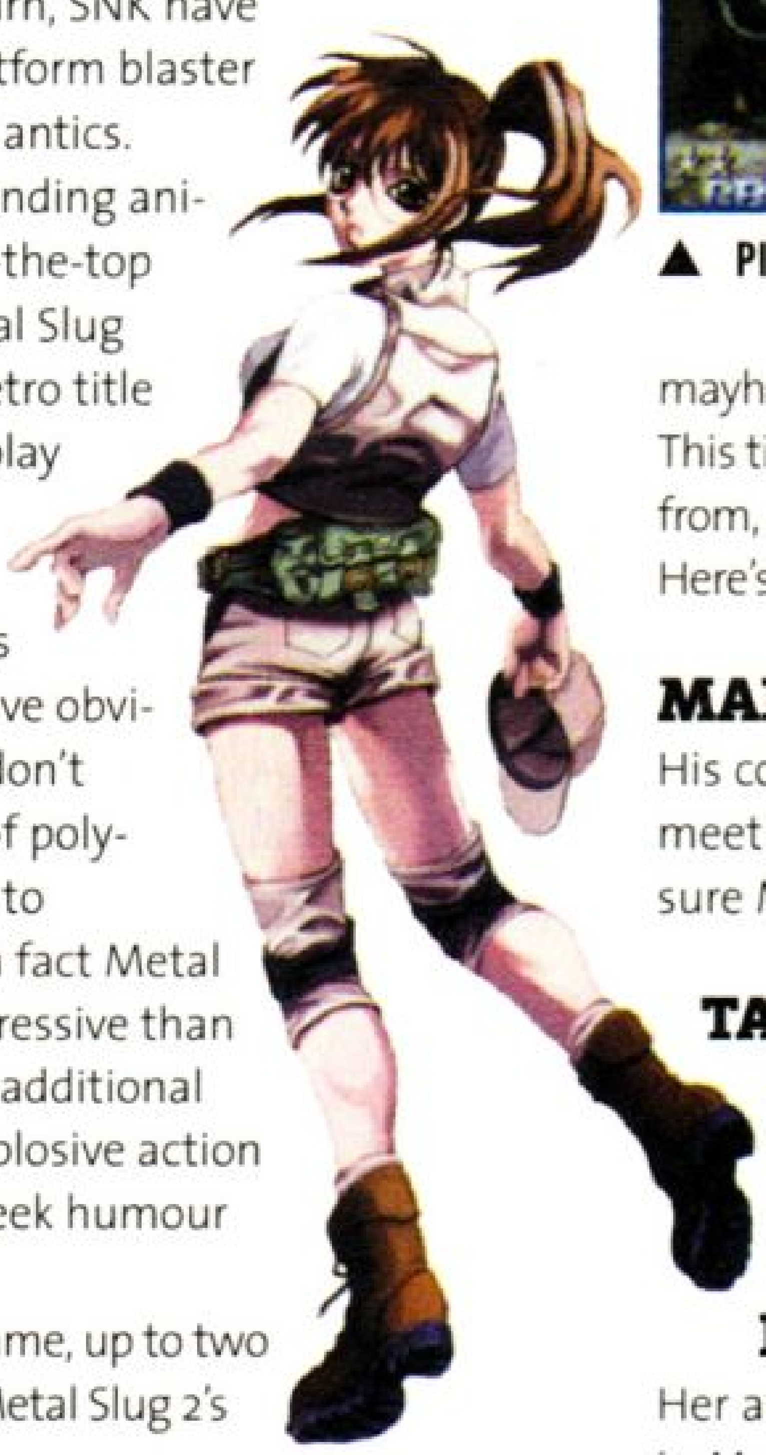


METAL SLUG 2



BY	SNK
BOARD	UNKNOWN
TYPE	PLATFORM SHOOT 'EM UP
COMPLETE	100%

Yes, it's true. Metal Slug is back... with graphics to die for! After the surprise success of Metal Slug in both arcades and on the Saturn, SNK have returned to their 2D platform blaster for more hilarious army antics. Renowned for its outstanding animation and totally over-the-top action, the original Metal Slug was actually almost a retro title in terms of basic gameplay and its reliance on hand-drawn sprites. With a string of 2D titles under their belt, SNK have obviously realised that you don't have to chuck millions of polygons around the screen to impress coin-op fans. In fact Metal Slug 2 is even more impressive than the original game, with additional animation, non-stop explosive action and more tongue-in-cheek humour than before.



As in the original game, up to two players can take part in Metal Slug 2's mayhem, aiding each other in tricky combat situations. This time around, there are four military mugs to select from, each of which has their own particular combat skills. Here's the lowdown on those gung-ho guys and gals:



▲ Players now select from up to four macho mercenaries.



MARCO ROSSI

His comments on the new battle: "I'm pumped to meet glory again, you bet. At any rate, I'm gonna make sure Morden is dead meat! Oh, yeah!"

TARMA ROVING

His opinion on Morden: "These coups really get on my goat! Morden? He's a pansy!"

ERI KASAMOTO

Her aspirations on her first appearance in Metal Slug: "Like, everybody's like lonely... but.. well, like, I'll do my best, you know. Watch me!"

FIO GERMI

Her feelings on being a billionaire's daughter in battle: "My father makes the rules in our house... I don't need them in my life. But he's cool about that."



We've already had a brief taster of what Metal Slug 2 has to offer, with a finished version of the game having recently been tested at Namco's Wonderpark in London. Impressed? Let's just say that we came away totally shell-shocked! Every single level is packed to bursting point with clever little touches from bizarre 'death' scenes and decimated bosses to cool weapons and hidden items. As well as the Slug tank, players can also blow away enemy troops with a super-fast jumpjet and even a fully tooled-up camel! The game's levels are as intensive as ever with players facing constant overwhelming odds. We're big fans of Metal Slug 2 here at SSM and are definitely keeping our fingers crossed for a Saturn conversion. Come on SNK, give us what we want!



▲ Take a look at how intricate and cool the animation is in Metal Slug 2. You've just gotta play this amazing game!









REAL BOUT 2: THE NEWCOMERS

BY	SNK
BOARD	UNKNOWN
TYPE	2D BEAT 'EM UP
COMPLETE	60%

SNK fans are in for a real treat this month, as we take a look at not one but two top 2D titles heading your way soon. Swelling the ranks of SNK's extensive beat 'em up library is Real Bout 2: The Newcomers. For those of you familiar with Real Bout Special's moves and characters, there won't really be many surprises for you in RB2. Generally speaking, most of the controls are the same as before except for some minor tweaking here and there. However, two of the most important features of this update are as follows:





POWER GAUGE

This system is basically the same as that featured in Real Bout Special with players having three power gauge levels on offer. It's possible to increase the gauge by successfully attacking your foe, using a special attack or guarding against your opponent's attack. As the gauge fills, you are then able to use the following abilities in order: H Power: Guard cancel and quick recovery, S Power: Sure killing techniques and P Power: Use potential power.



LINE SYSTEM

The line system has been modified from Real Bout Special and now resembles the system used for the original Real Bout with two fixed lines: the Sway Line and the Main line. In RBS you could remain in the Sway Line until you were hit. However, in RB2 you can only remain in the Sway Line for a fixed period of time. After that you are automatically returned to the Main Line. You can delay your return to the Main Line by moving backwards and forwards in the Sway Line. However, if you dash, guard or are hit by an attack then you'll automatically return to the Main Line. Whilst in the Sway Line you cannot jump, crouch or use any special attacks.

CHARACTERS

There are 22 characters in RB2. Twenty of them have been taken from Real Bout Special, but two new characters have been added to the roster:

RICK STROUD

AGE: 27
NATIONALITY: American
FIGHTING STYLE: Boxing
OCCUPATION: Boxer

LI XIANG FEI

AGE: 17
NATIONALITY: American
FIGHTING STYLE: Chinese martial arts
OCCUPATION: Part-time restaurant waitress









▲ Real Bout 2 looks set to be a massive arcade hit.





and finally...

Tillis

BURNING RANGER: RAUNCH FACTOR 10



It's about time that the Sonic Team produced a strong female lead for one of their games. After all, no-one's really got all hot and bothered about Amy Rose from the Sonic games (insert your own hedgehog-based "prick" gag here). And as for the "budding" 15-year-old Claris in NiGHTS... well, we're not saying anything. Not until we've cleared it thoroughly with our legal people.

The advent of Burning Rangers brings an end to this sad, sordid tale. Tillis is cool. In fact, our very own Art Editor, Mr McEvoy has this very image on his desktop at work. When we think he's staring at his latest layout for the mag, he's actually drooling feverishly at the picture you're looking at on this page. The words "pervert" and "colossal" spring to mind...



She can hold her breath for ages... might come in handy...



Bet you wouldn't mind hosing her down, eh?